

FIG. 1

FPU AND CPU PIPELINES USED TO EXECUTE INSTRUCTIONS

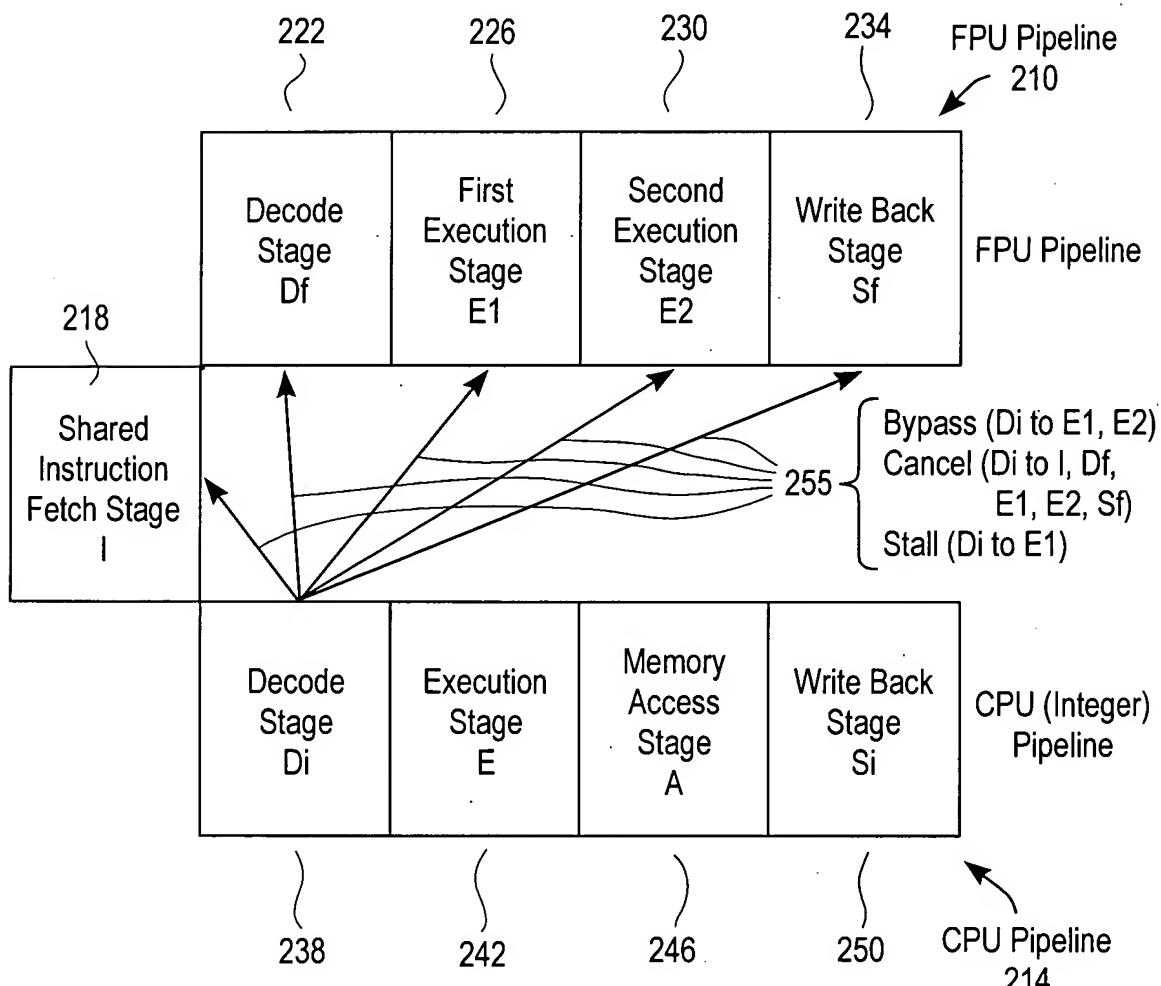


FIG. 2

+

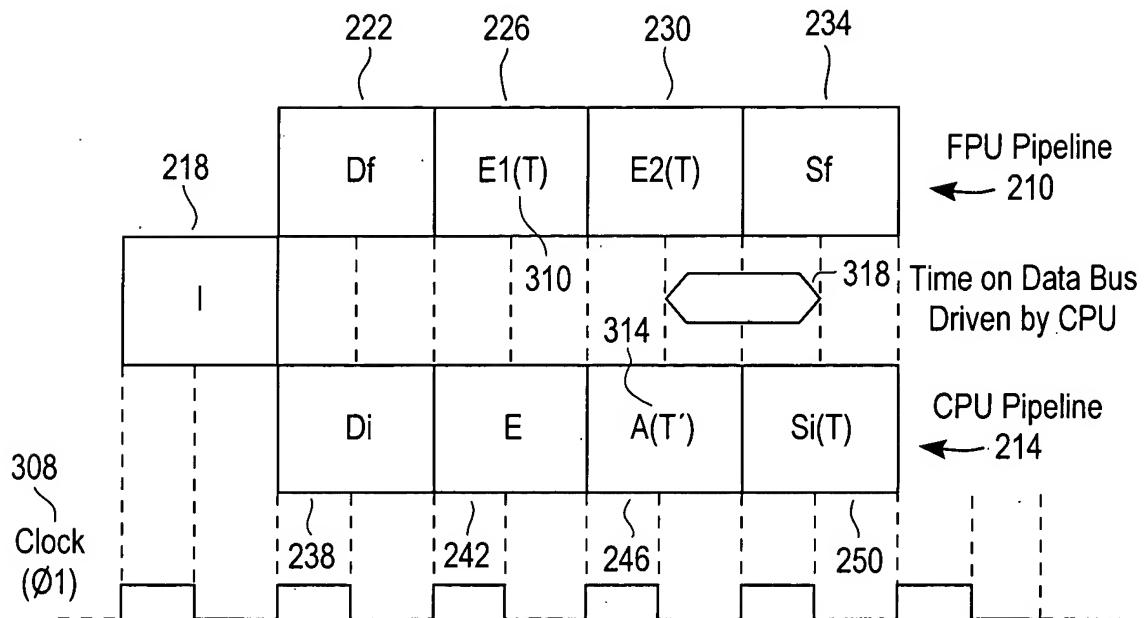
LDS Rm, FPULS

FIG. 3(a)

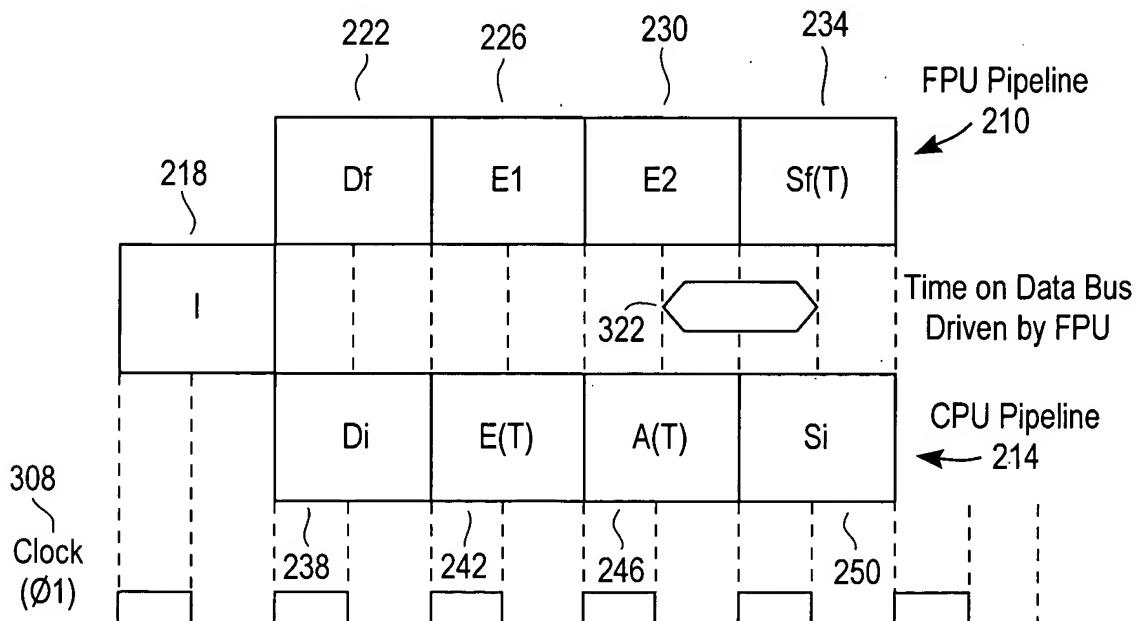
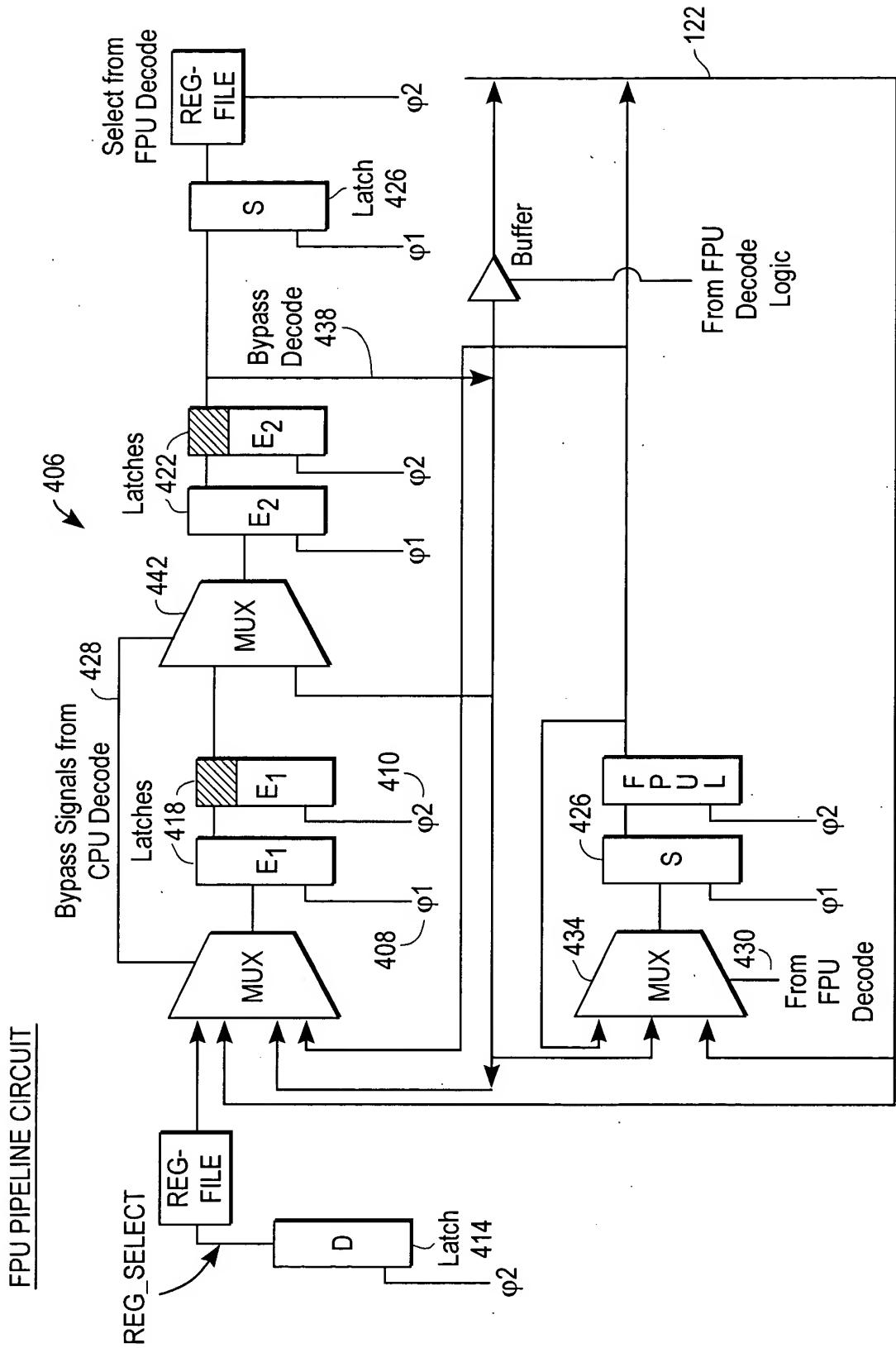
STS FPUL, Rn

FIG. 3(b)

+

FIG. 4



SYNCHRONIZATION OF PIPELINE RESOURCE SHARING

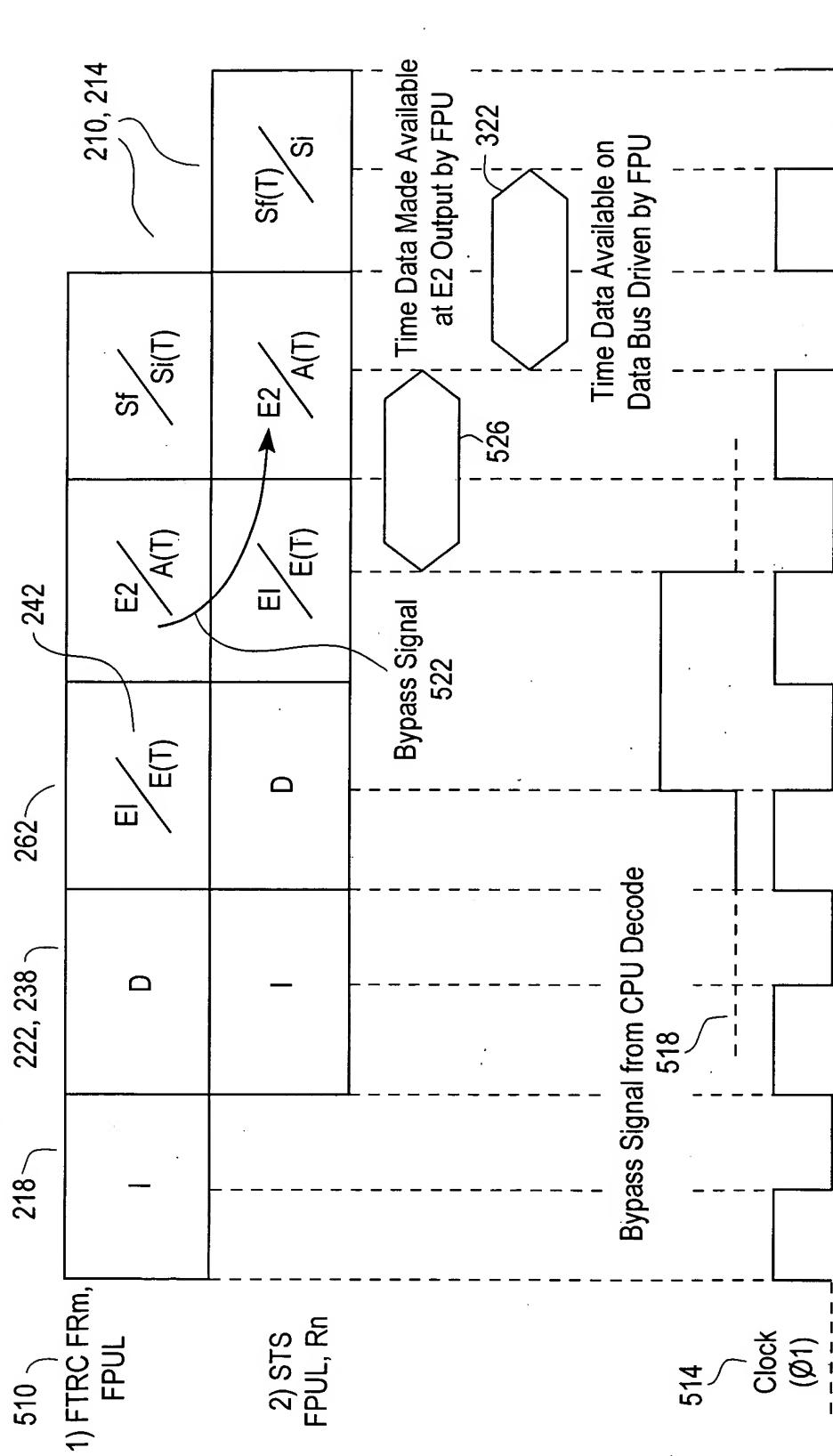


FIG. 5

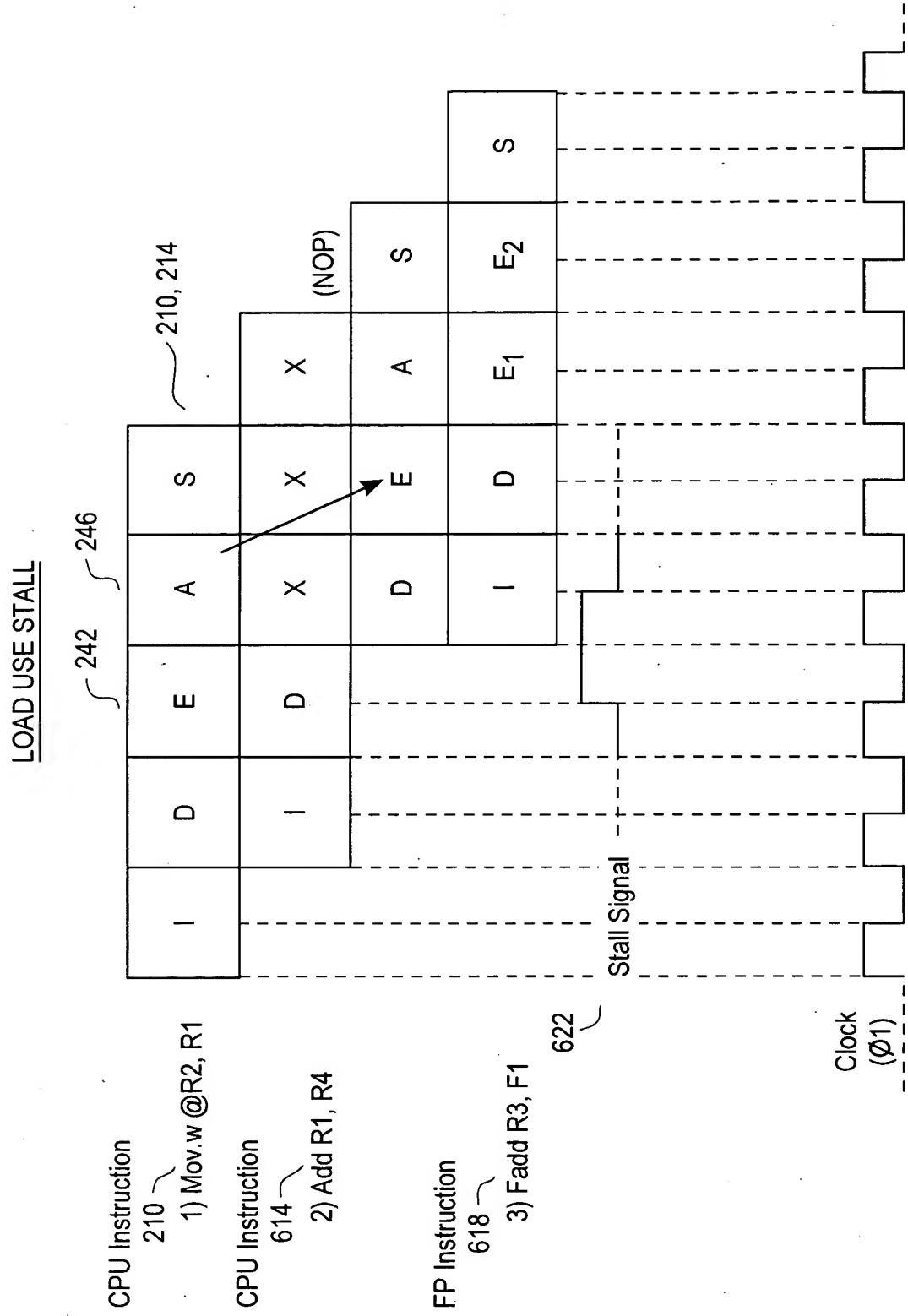


FIG. 6

MEMORY ACCESS CONFLICT STALL

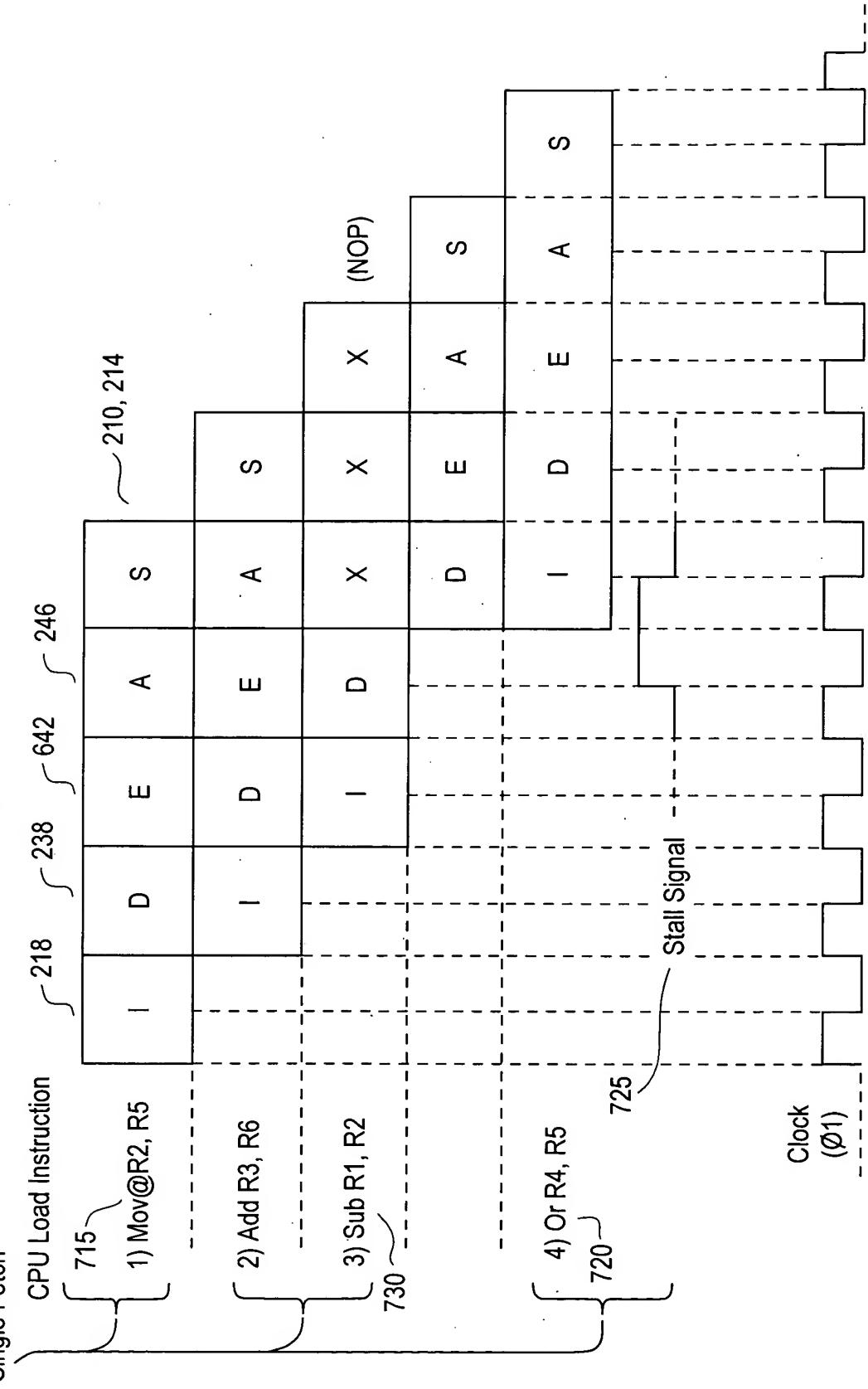


FIG. 7

STALL SIGNAL GENERATION CIRCUIT

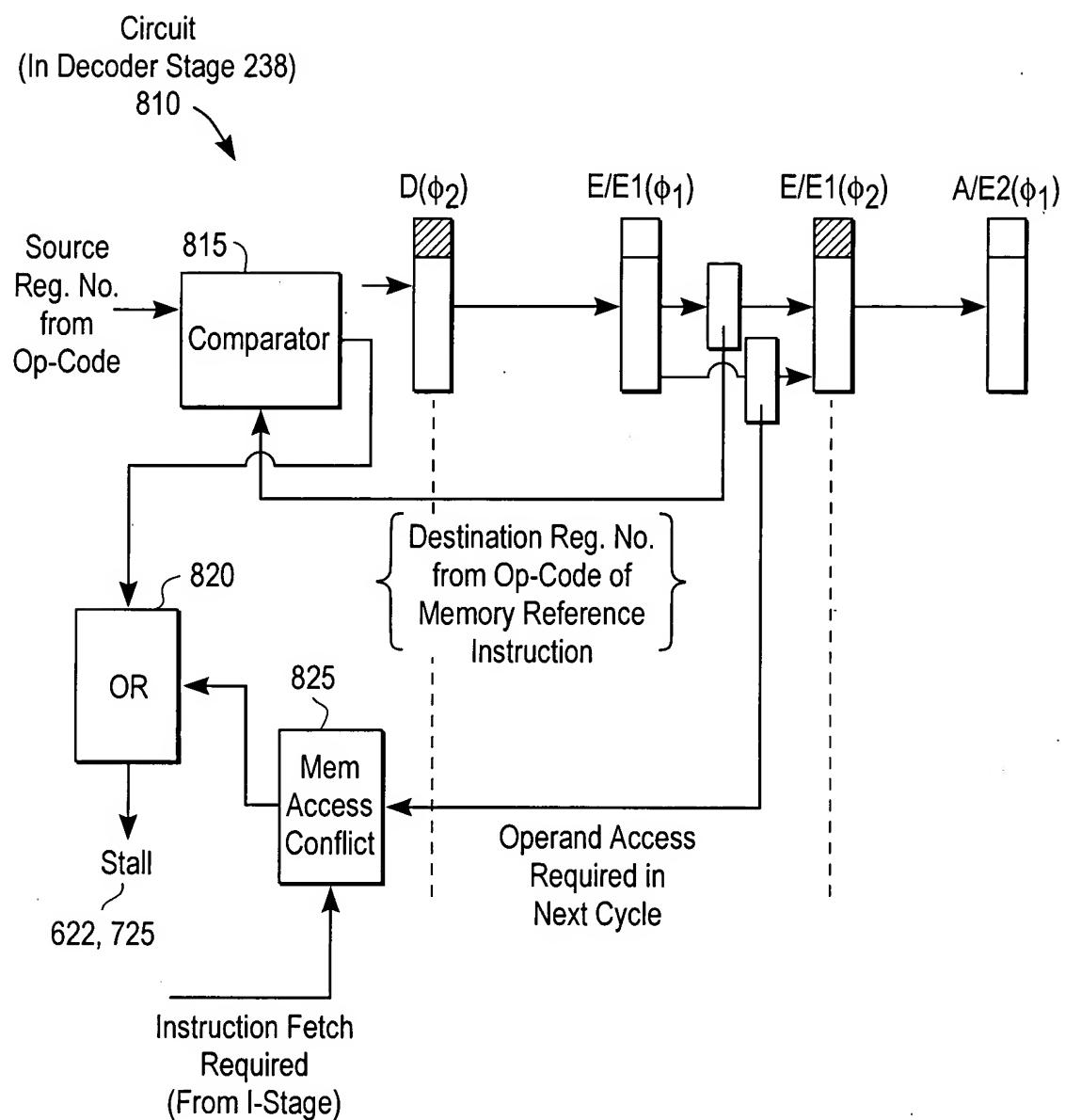


FIG. 8

SYNCHRONIZATION OF PIPELINE STALLS

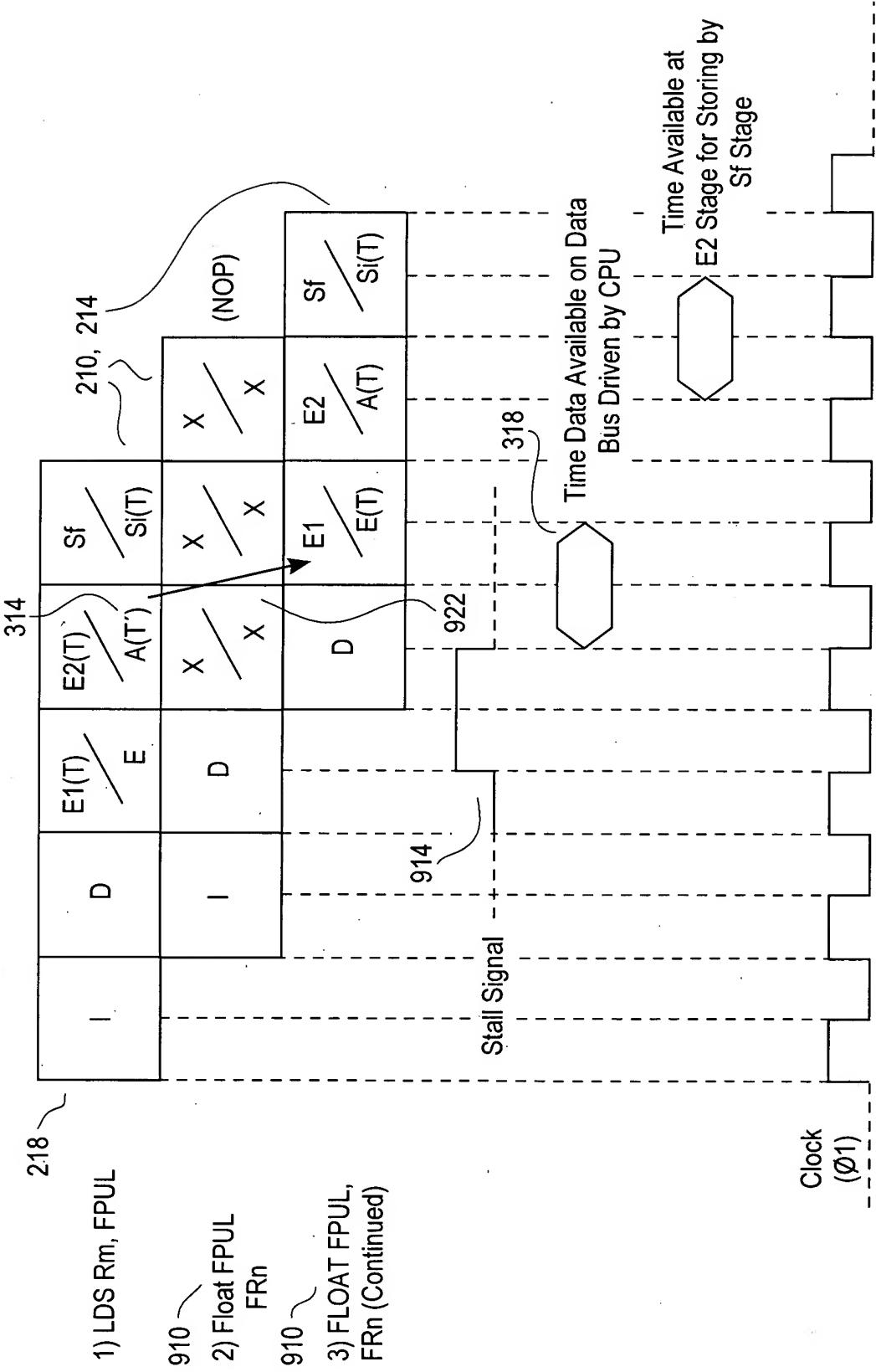
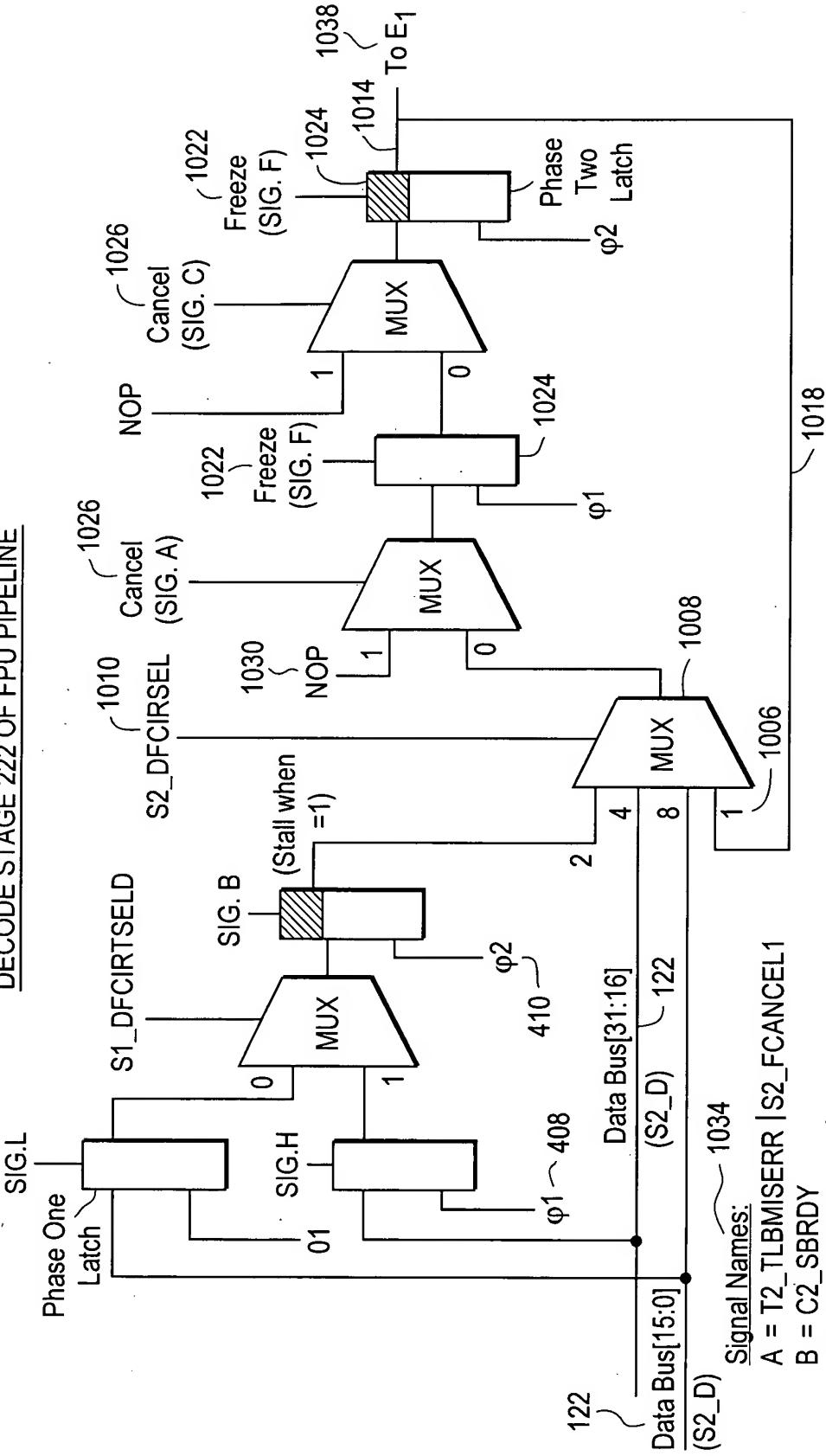


FIG. 9

DECODE STAGE 222 OF FPU PIPELINE



Signal Names: A = T2 TBMISERR | S2 FCANCEL

B = C2_SBRDY

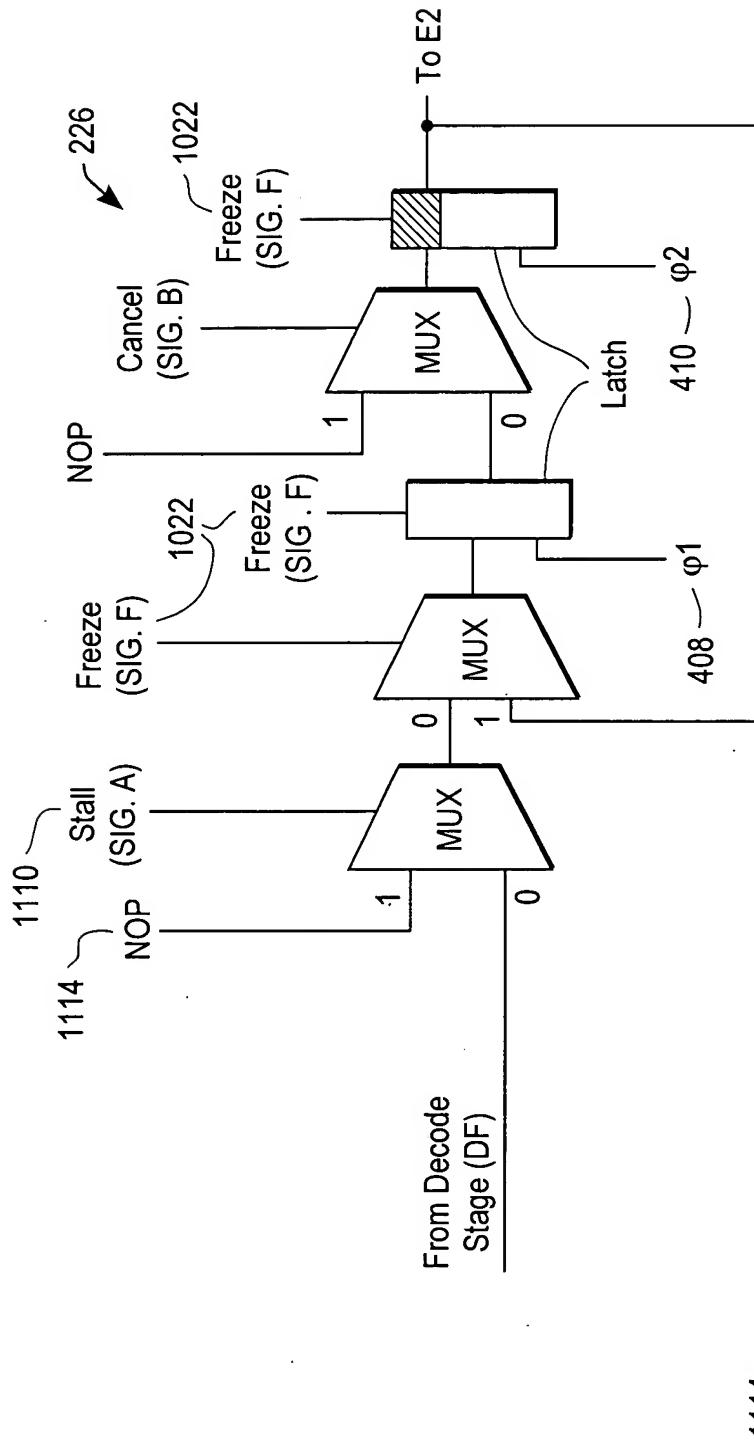
C = S1_CANCEL2 | S1_INVALID

$$F = (C2_SBRDY \& L2_LRDY)$$

L = S2_RTHILL & C2_SBRDY & L2_LRDY
H = S2_BTTHILL & C2_SBRDY & L2_LRDY

FIG. 10

FIRST EXECUTIONS STAGE (E1) OF FPU PIPELINE



Signal Names:

A = (T2_TLBMISSERR & ~FPU_IFETCH) | S2_FSTALL | ~FDIV_STEP | (C2_SBRDY & L2_LRDY)

B = S1_FCANCEL2

F = (C2_SBRDY & L2_LRDY)

FIG. 11

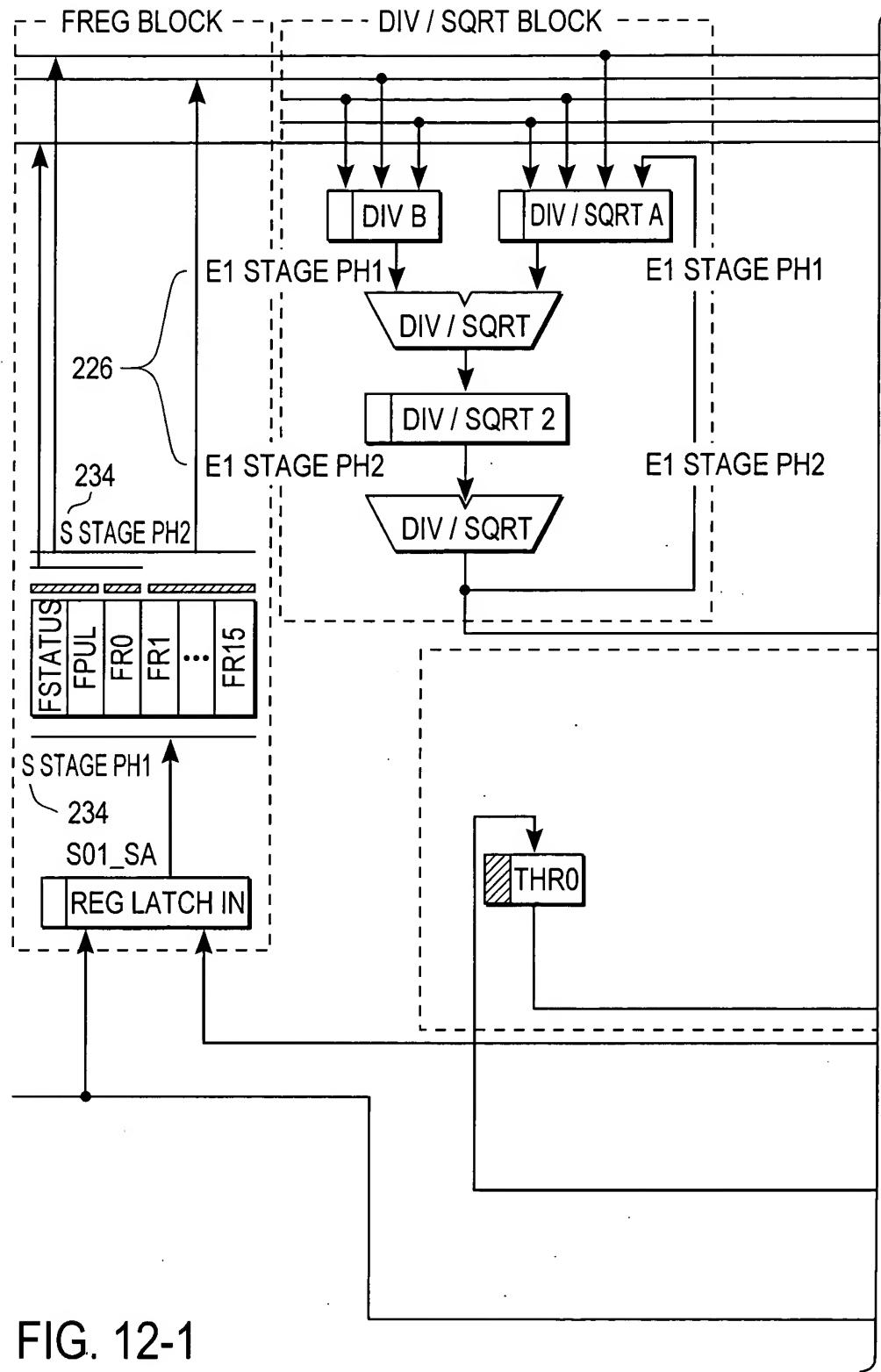
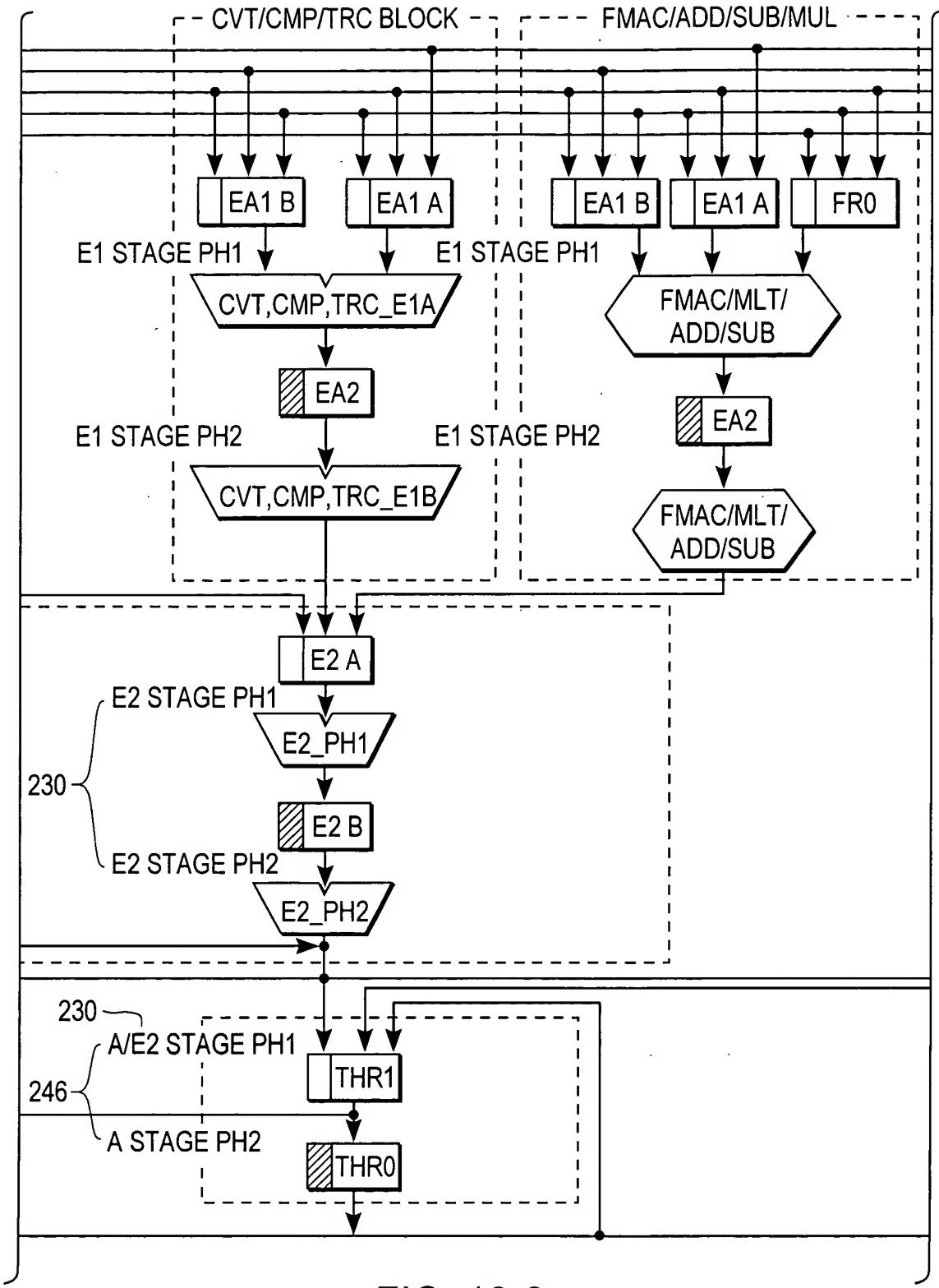


FIG. 12-1

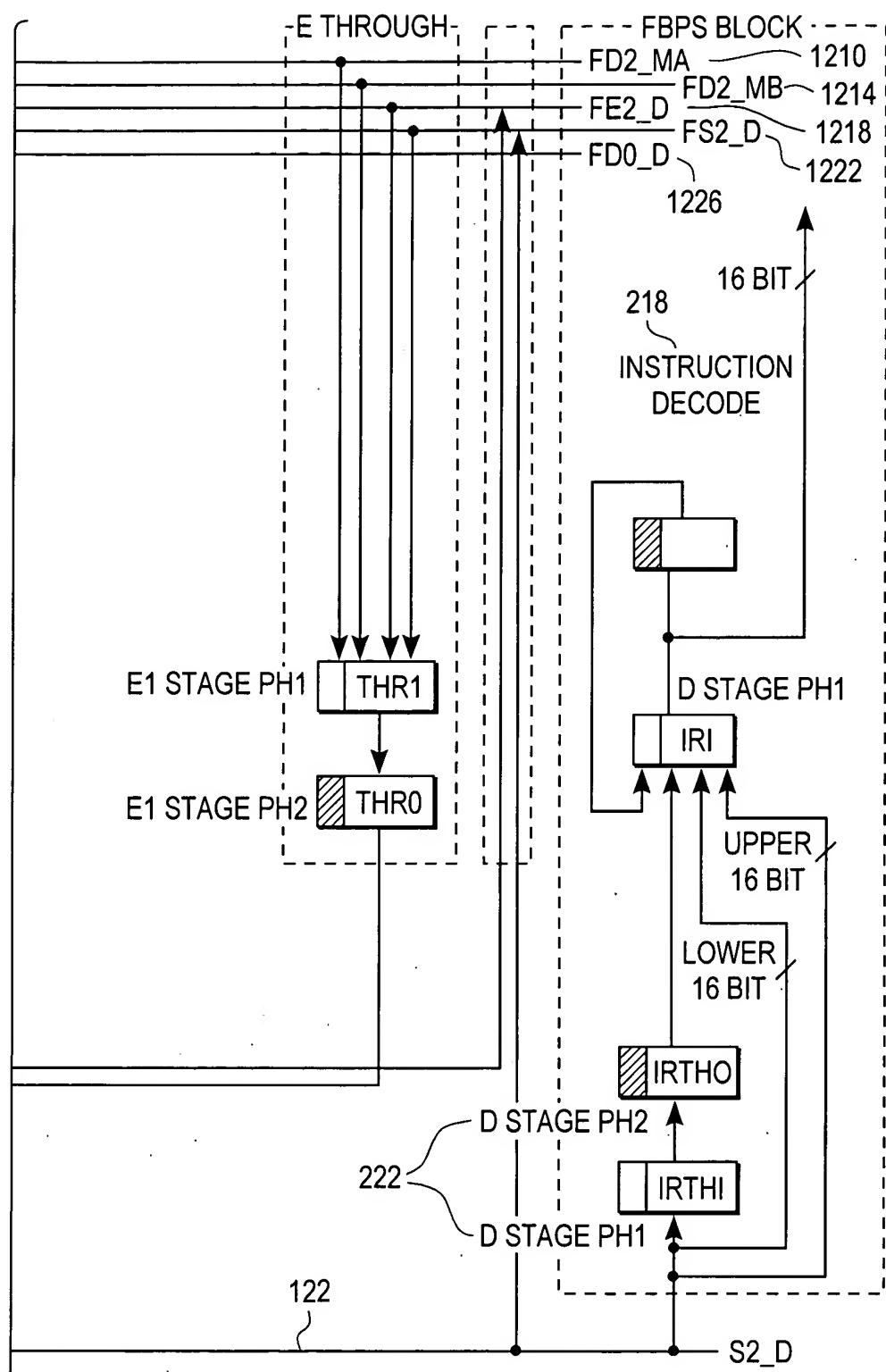
FIG. 12-2 →



← FIG. 12-1

FIG. 12-2

FIG. 12-3 →



← FIG. 12-2

FIG. 12-3

T-BIT BYPASSING

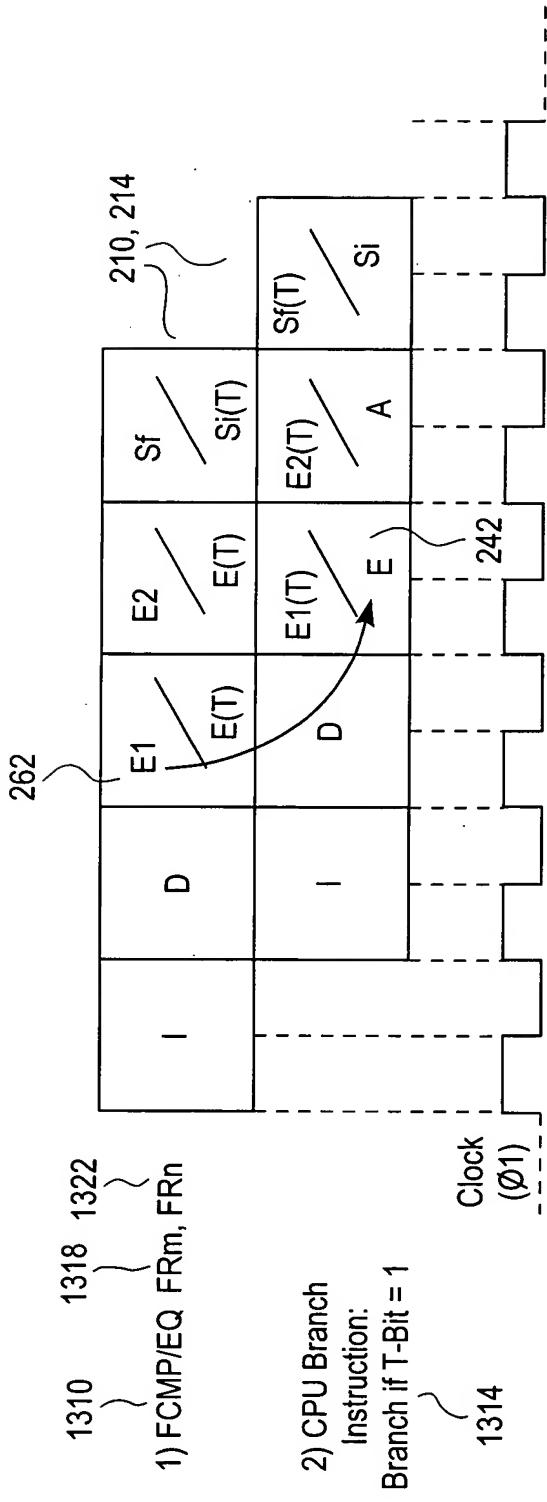


FIG. 13

T-BIT BYPASSING CIRCUIT IN CPU

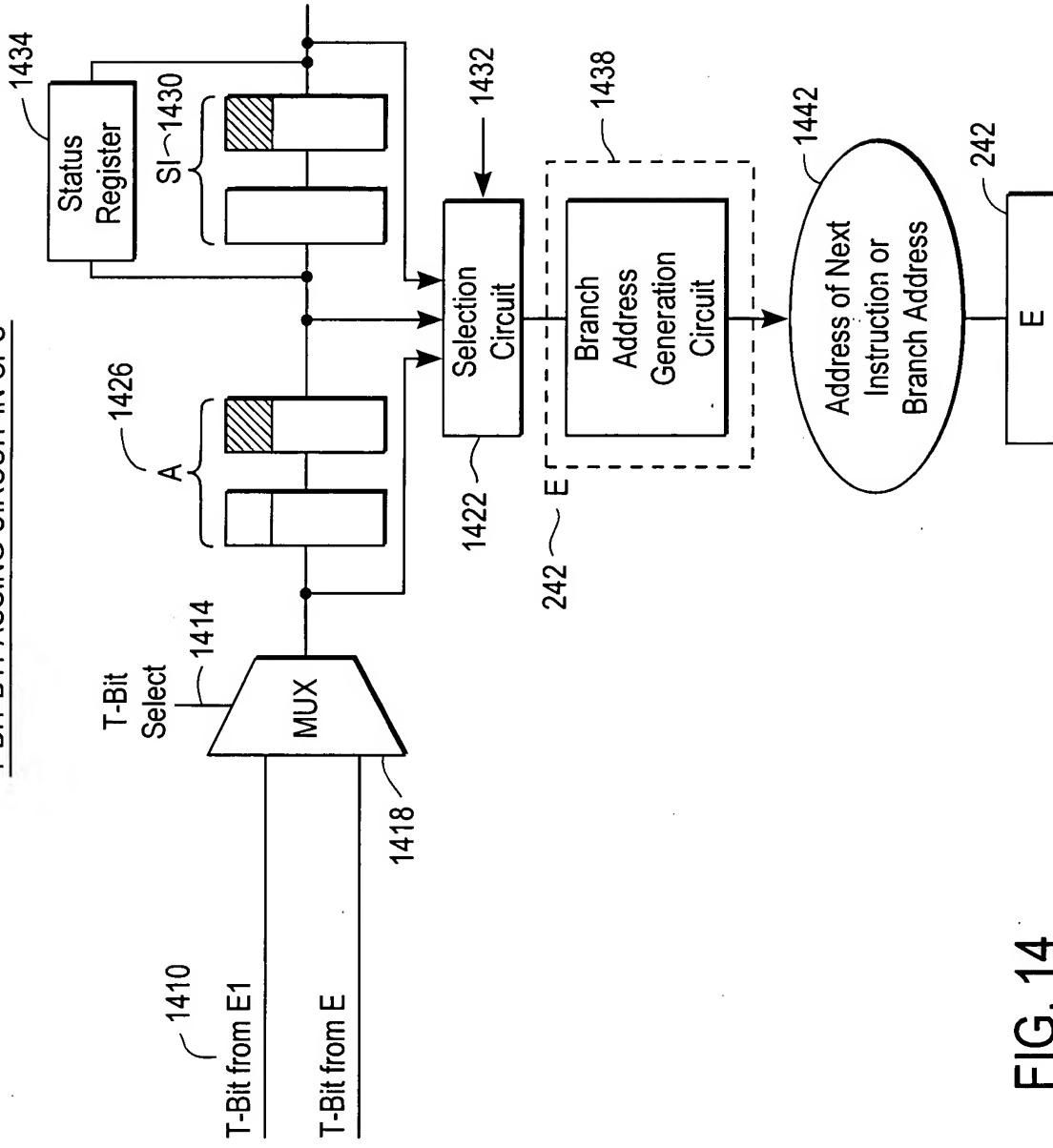


FIG. 14

MAINTAINING PRECISE EXCEPTIONS

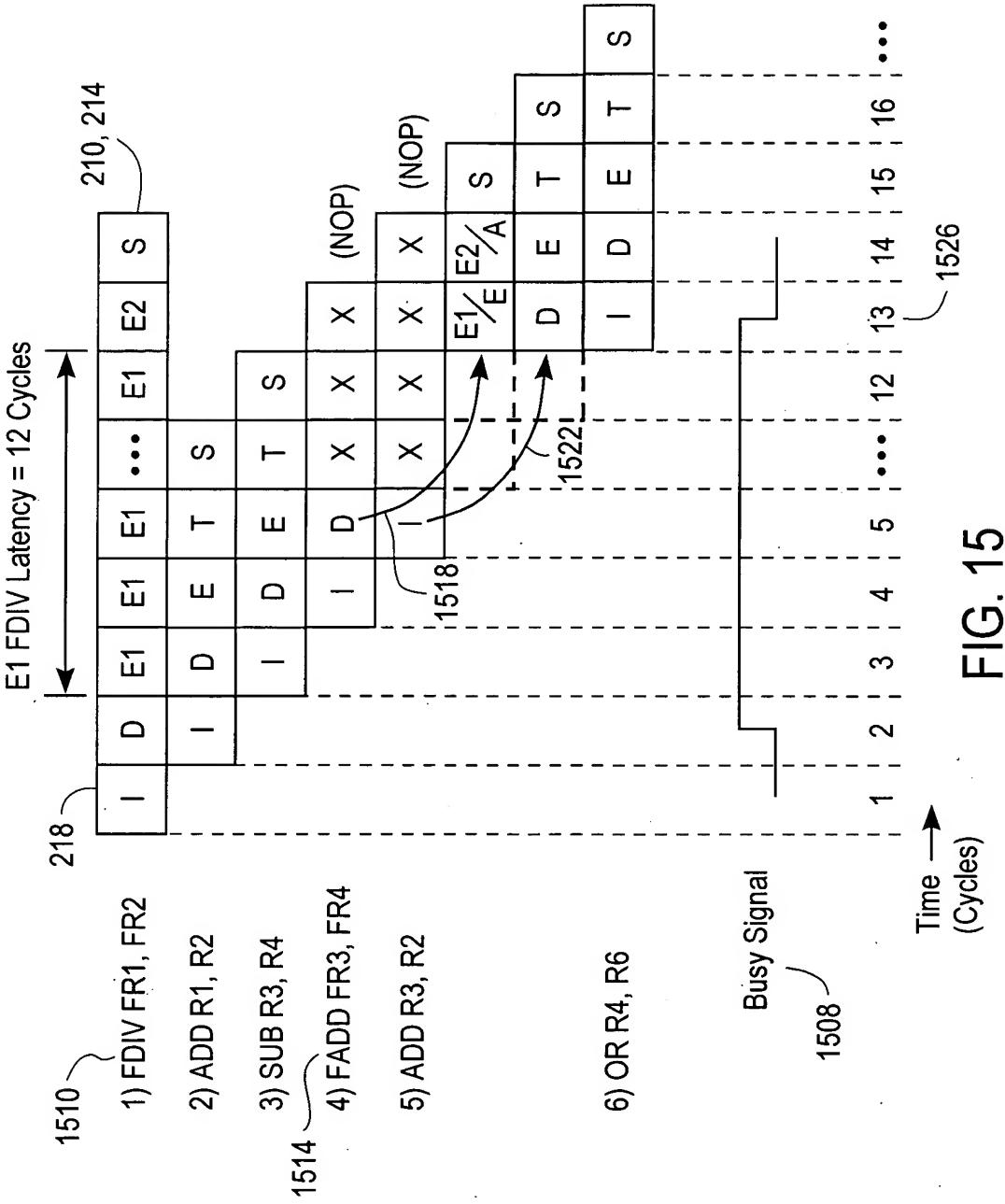


FIG. 15

BUSY SIGNAL CIRCUIT

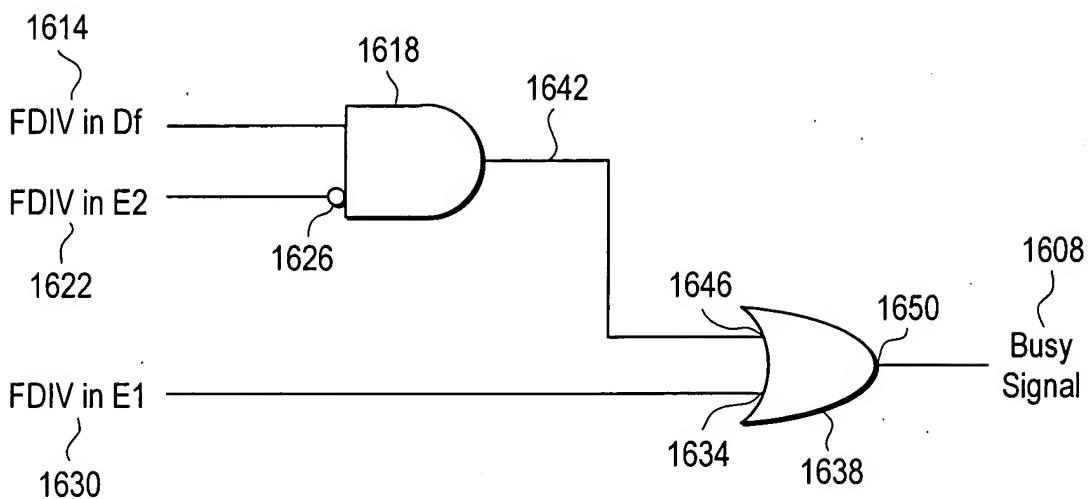


FIG. 16

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32-BIT FLOATING POINT INSTRUCTION

1710

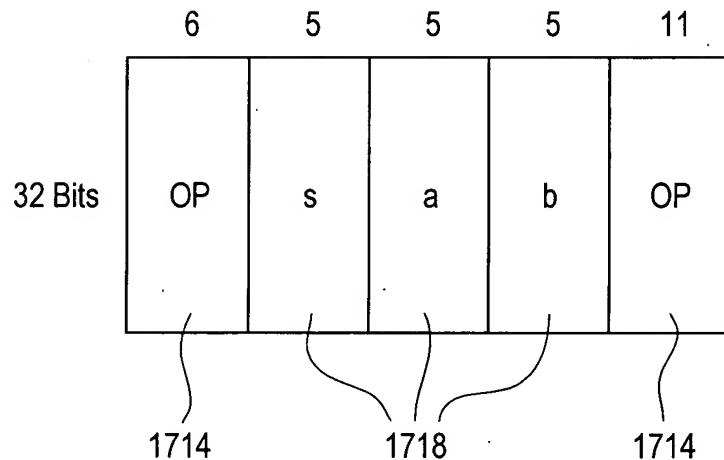


FIG. 17
(PRIOR ART)

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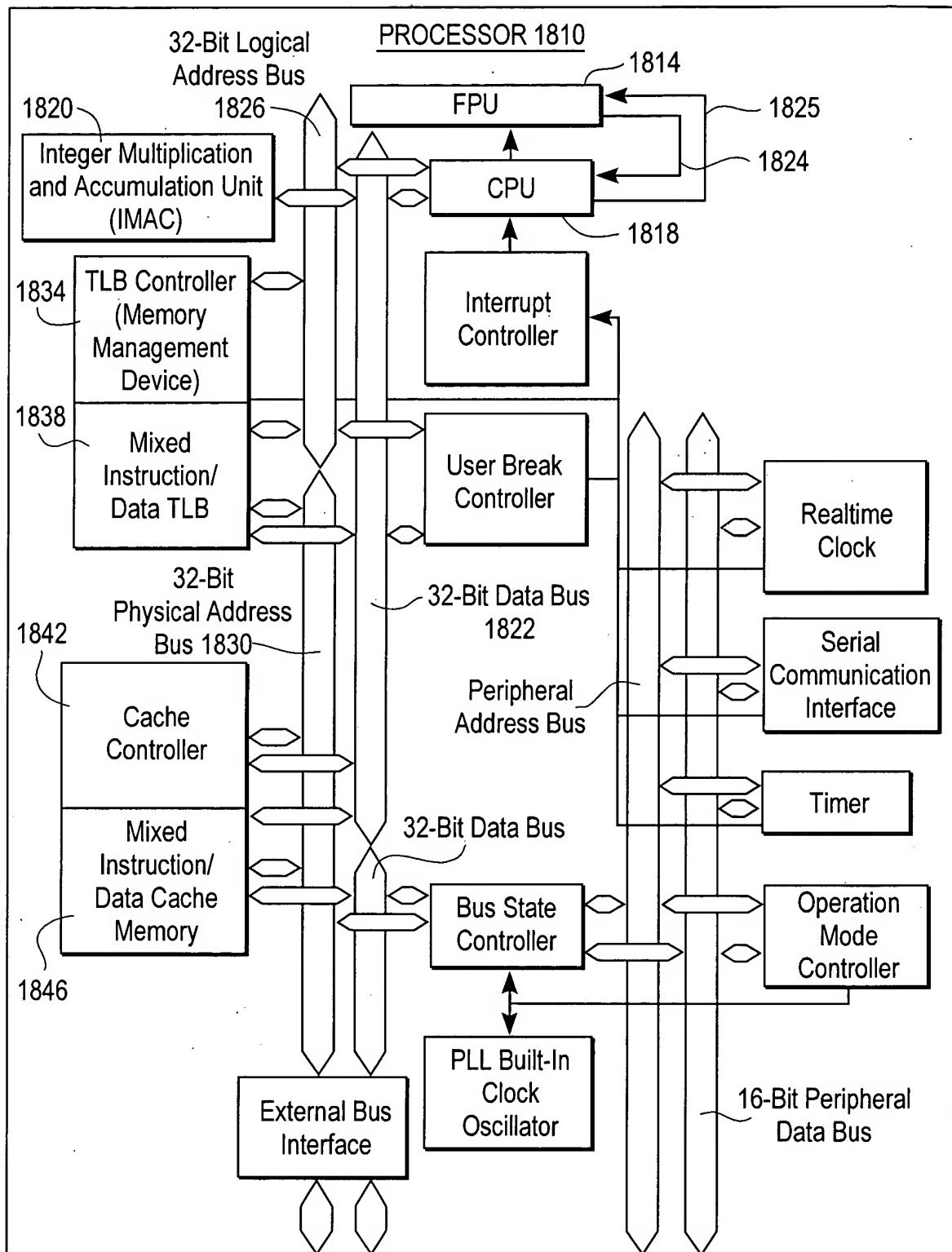


FIG. 18

FLUSHING DENORMALIZED NUMBER TO ZERO CIRCUIT

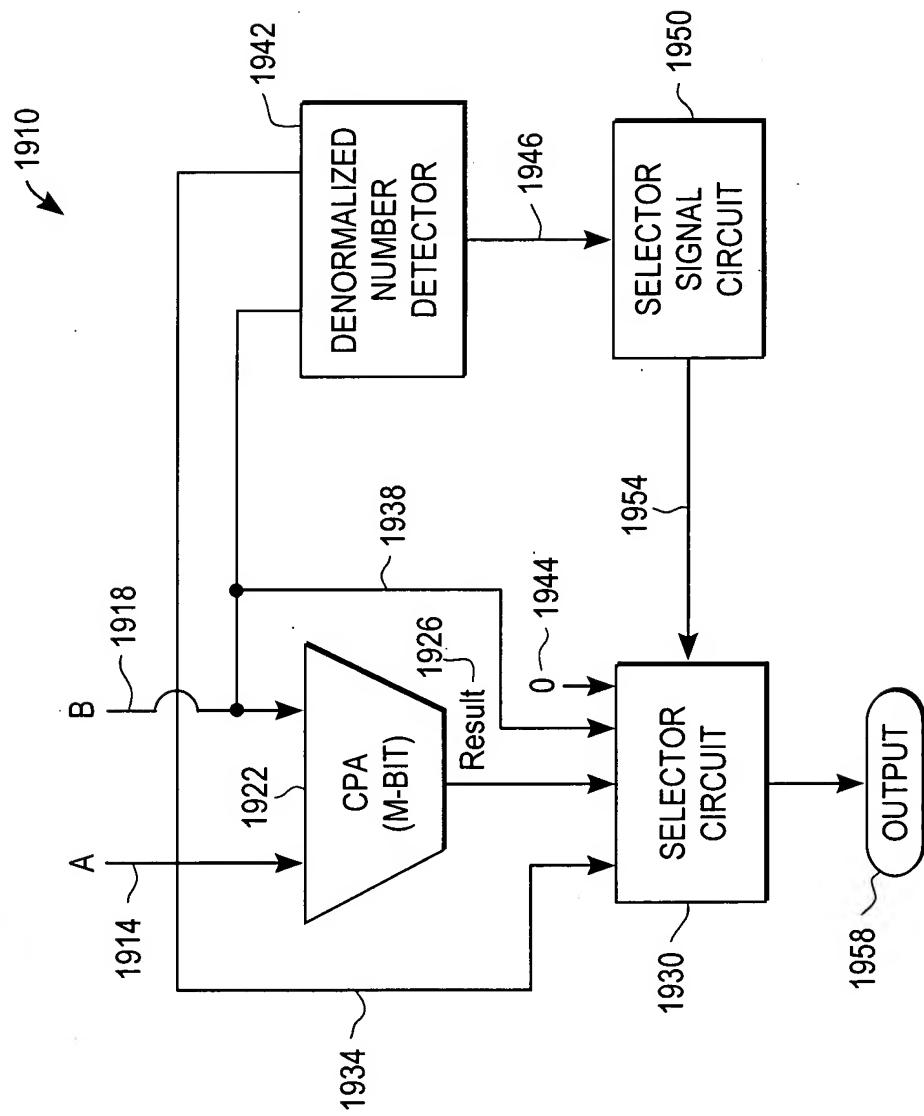
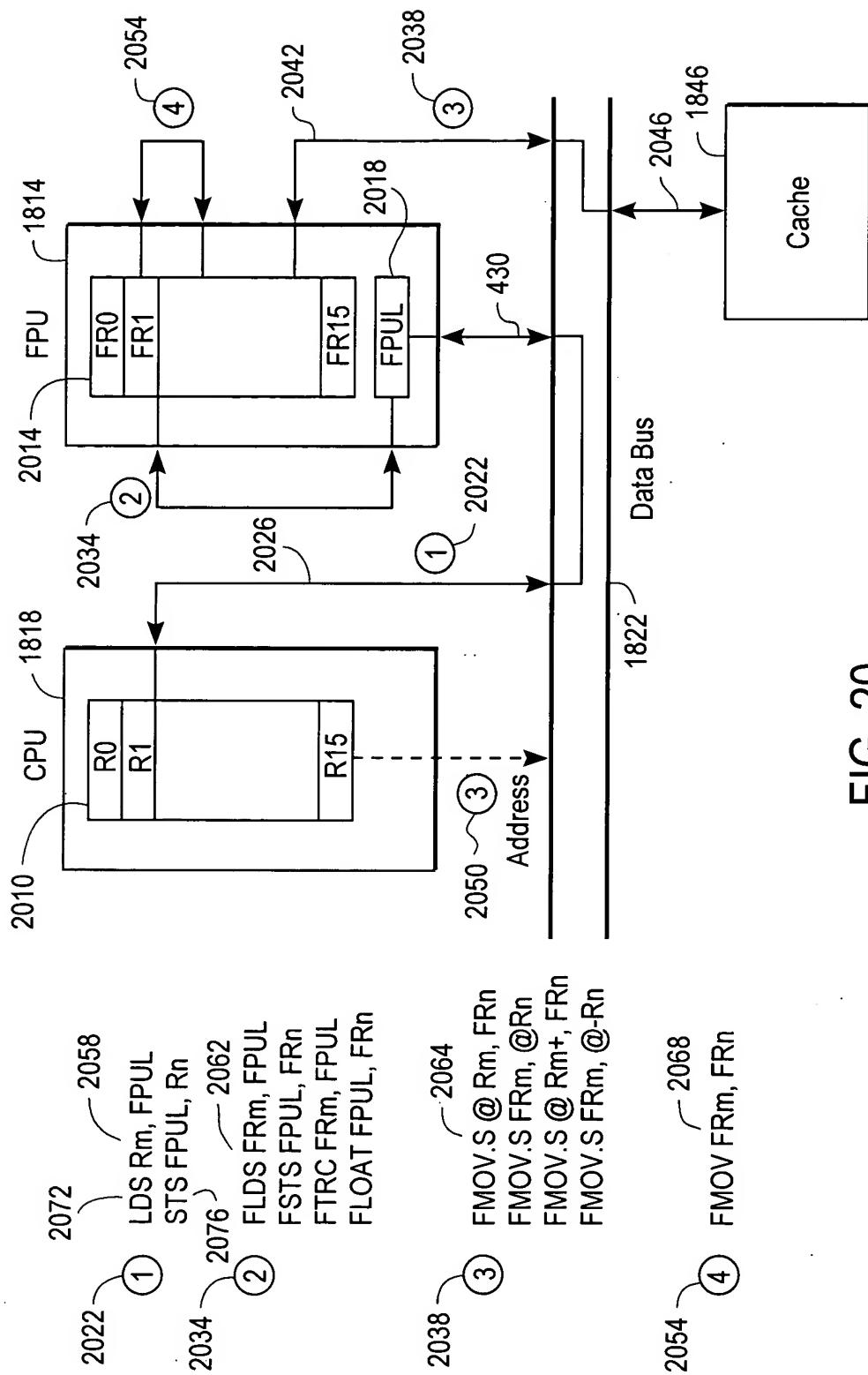


FIG. 19

DATA MOVEMENT TO AND FROM FPU



16-BIT FP INSTRUCTION

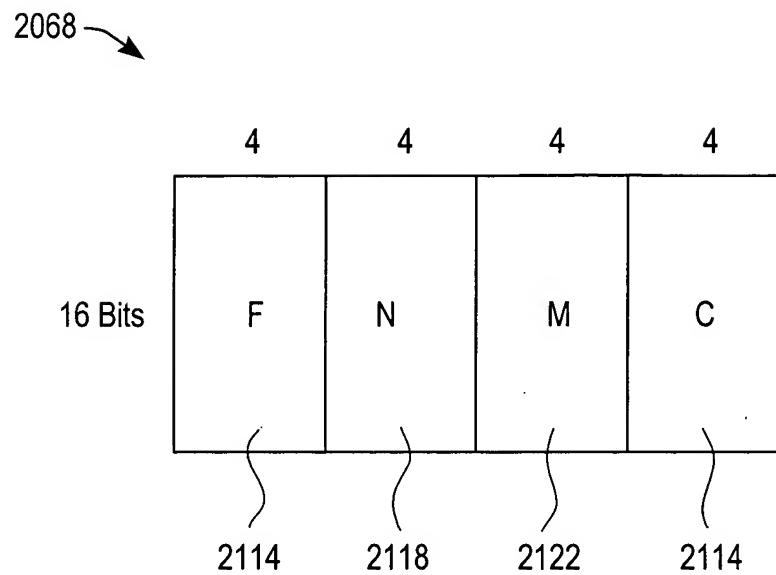


FIG. 21

FPU AND CPU PIPELINES

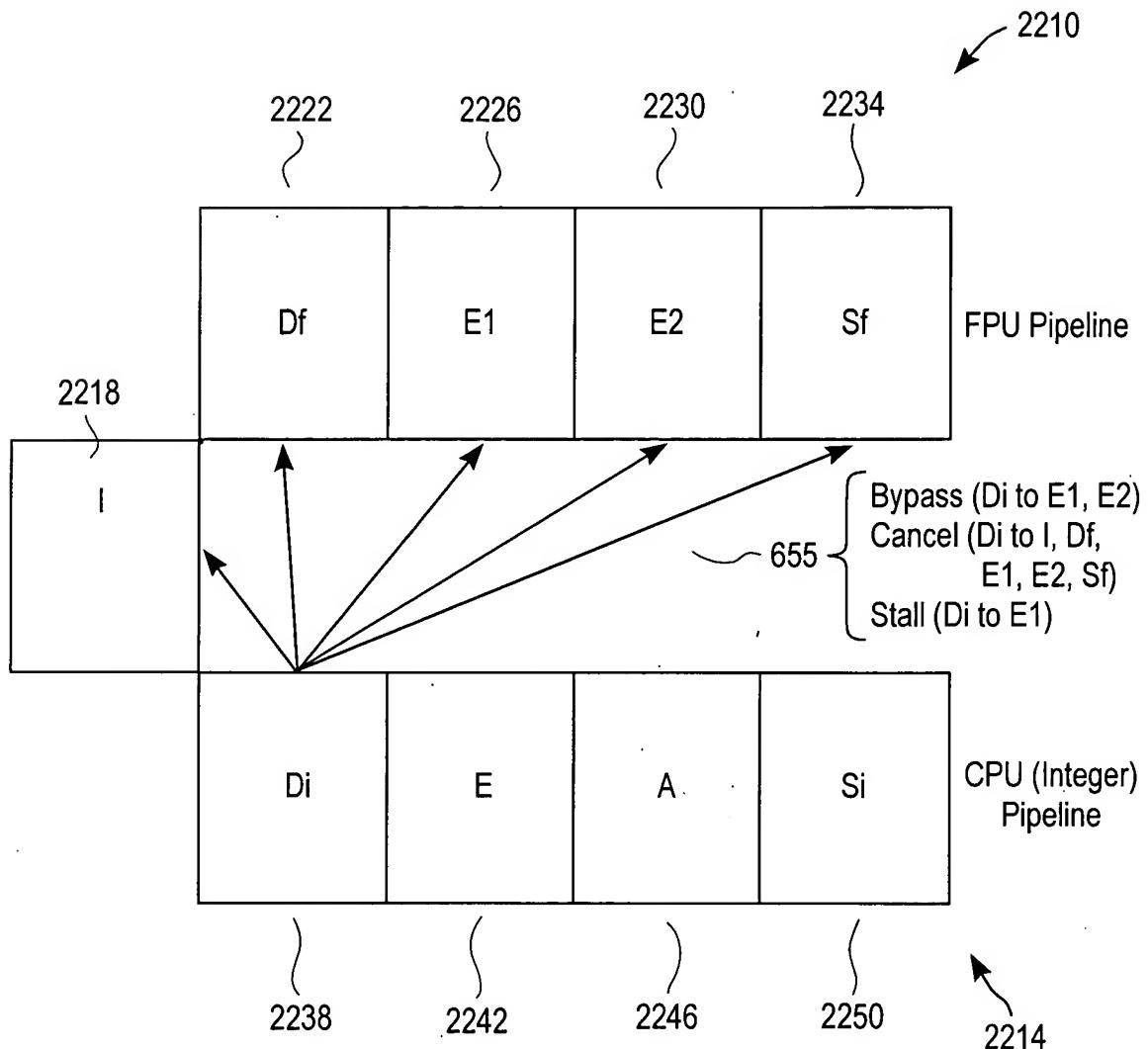


FIG. 22

+

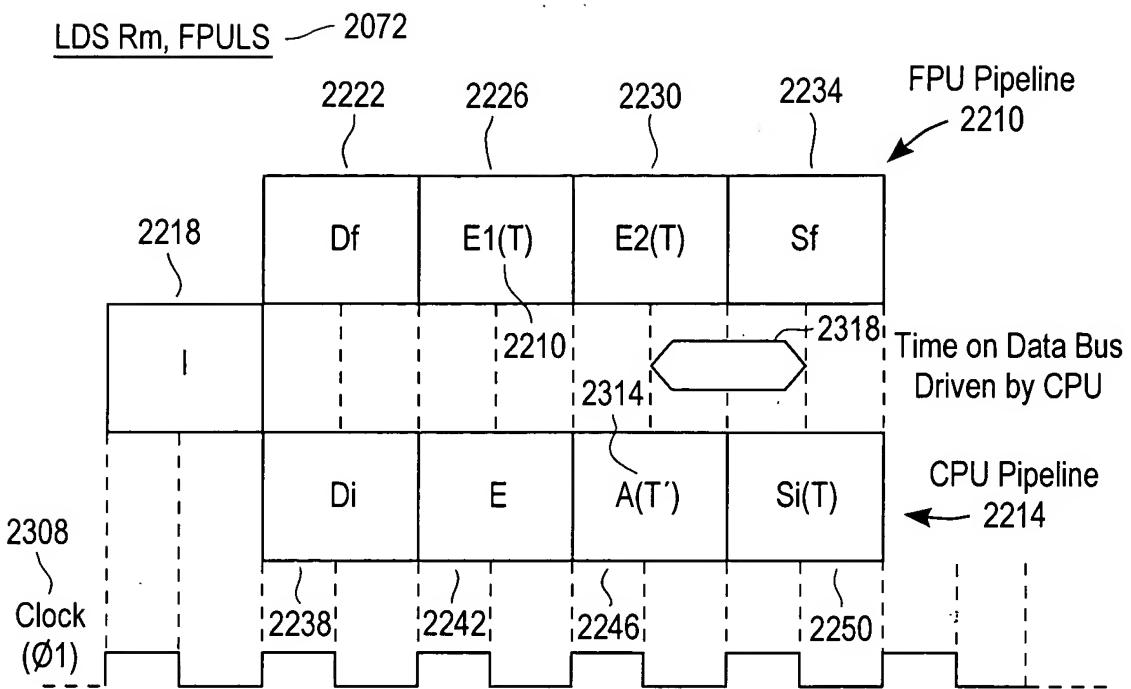


FIG. 23(a)

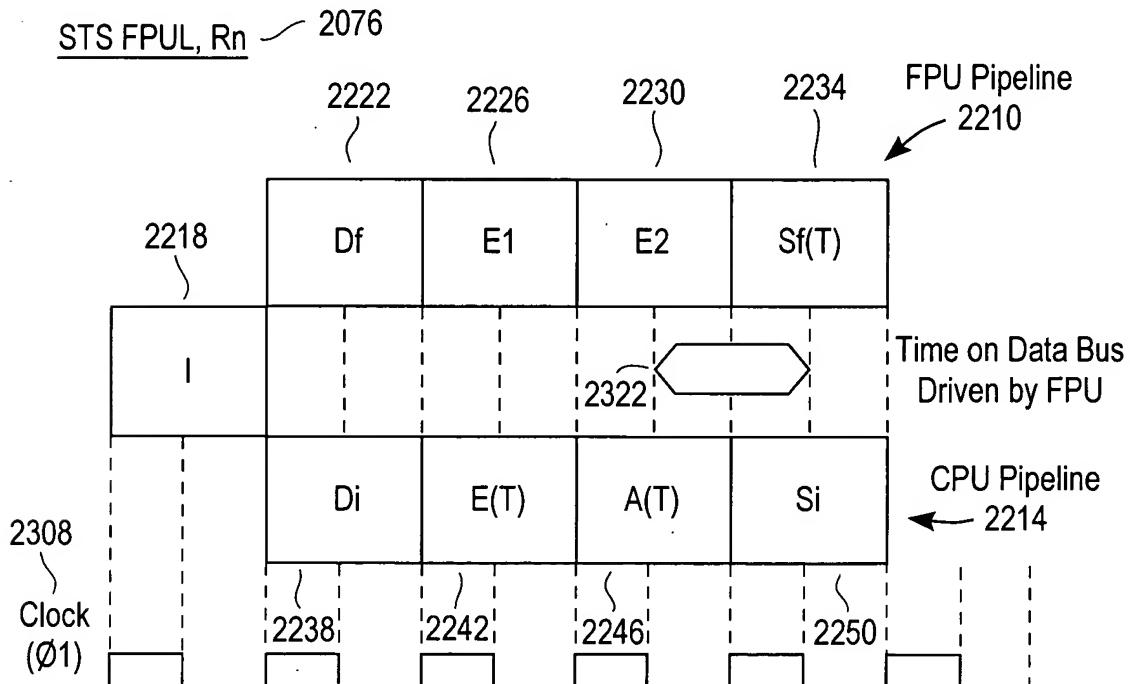


FIG. 23(b)

+

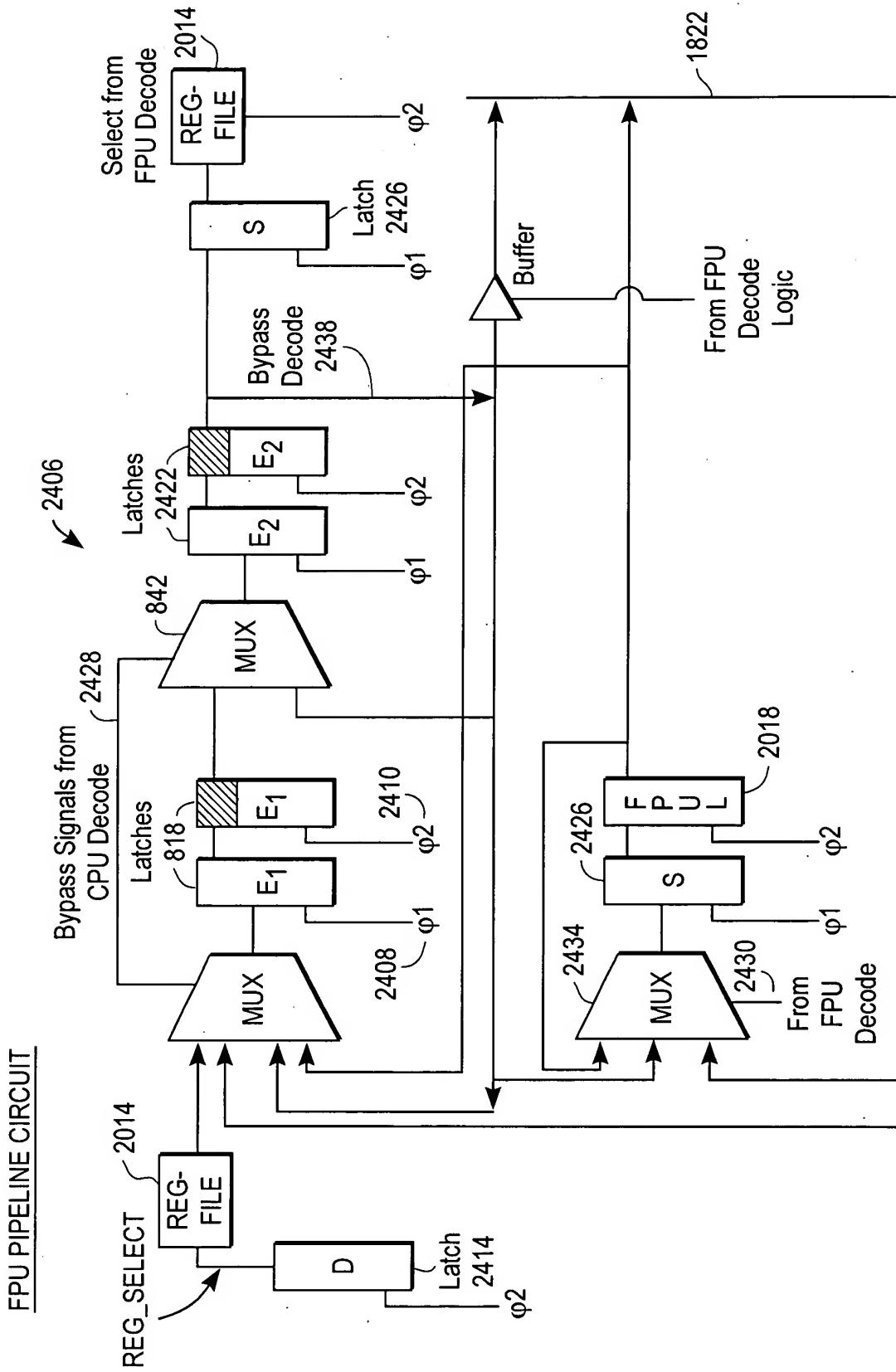


FIG. 24

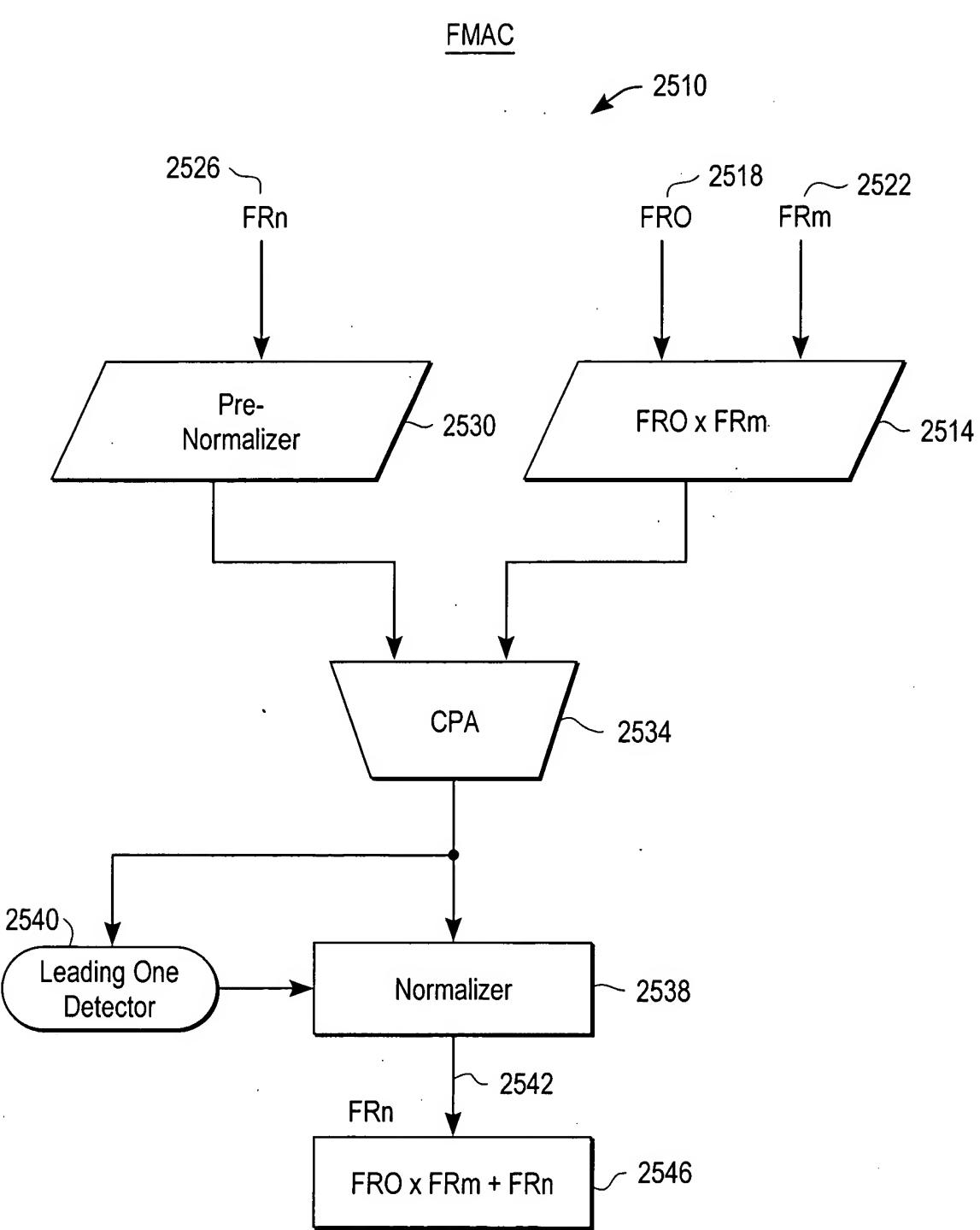


FIG. 25

+

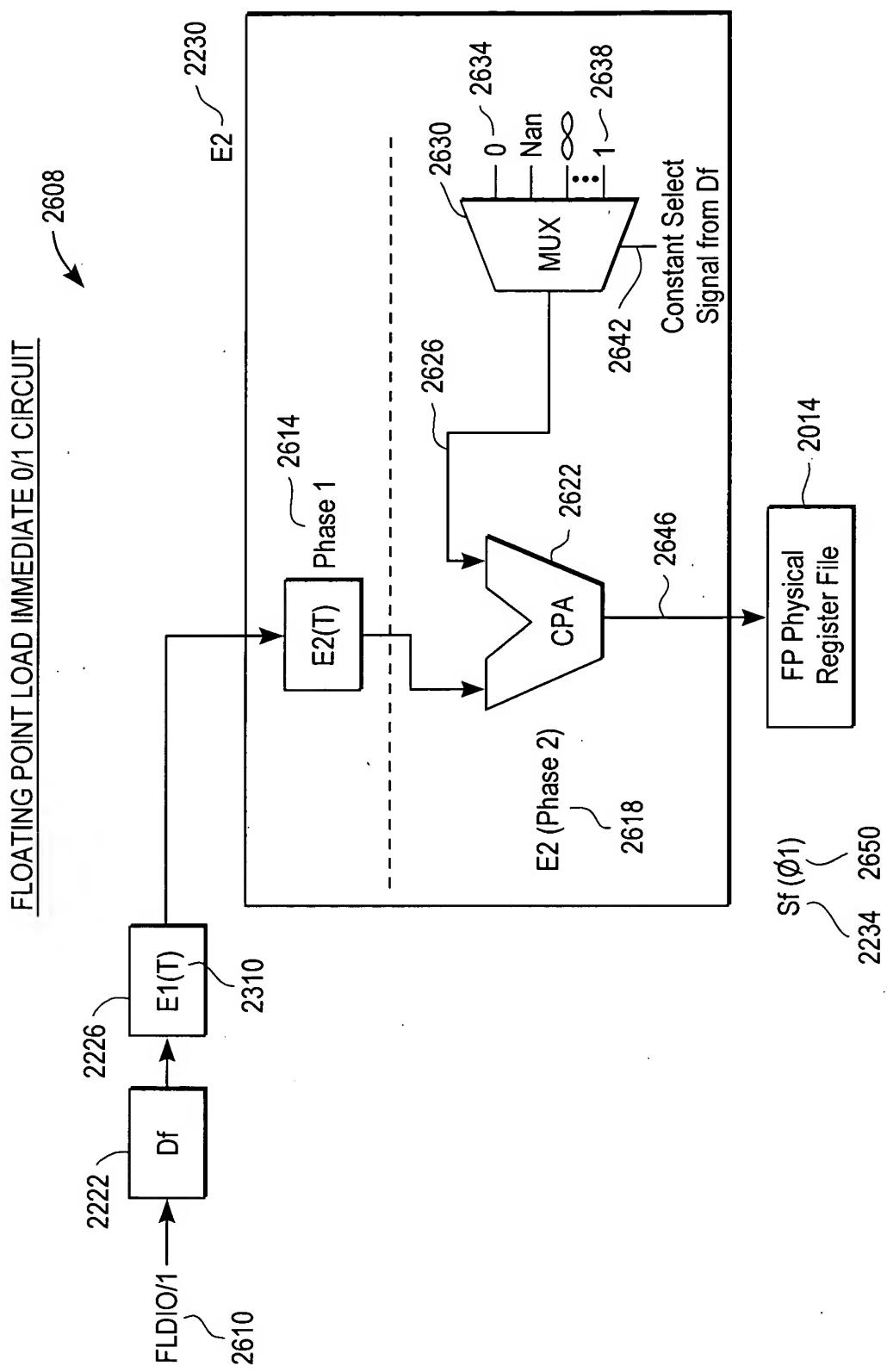


FIG. 26

DECODE STAGE OF FPU PIPELINE

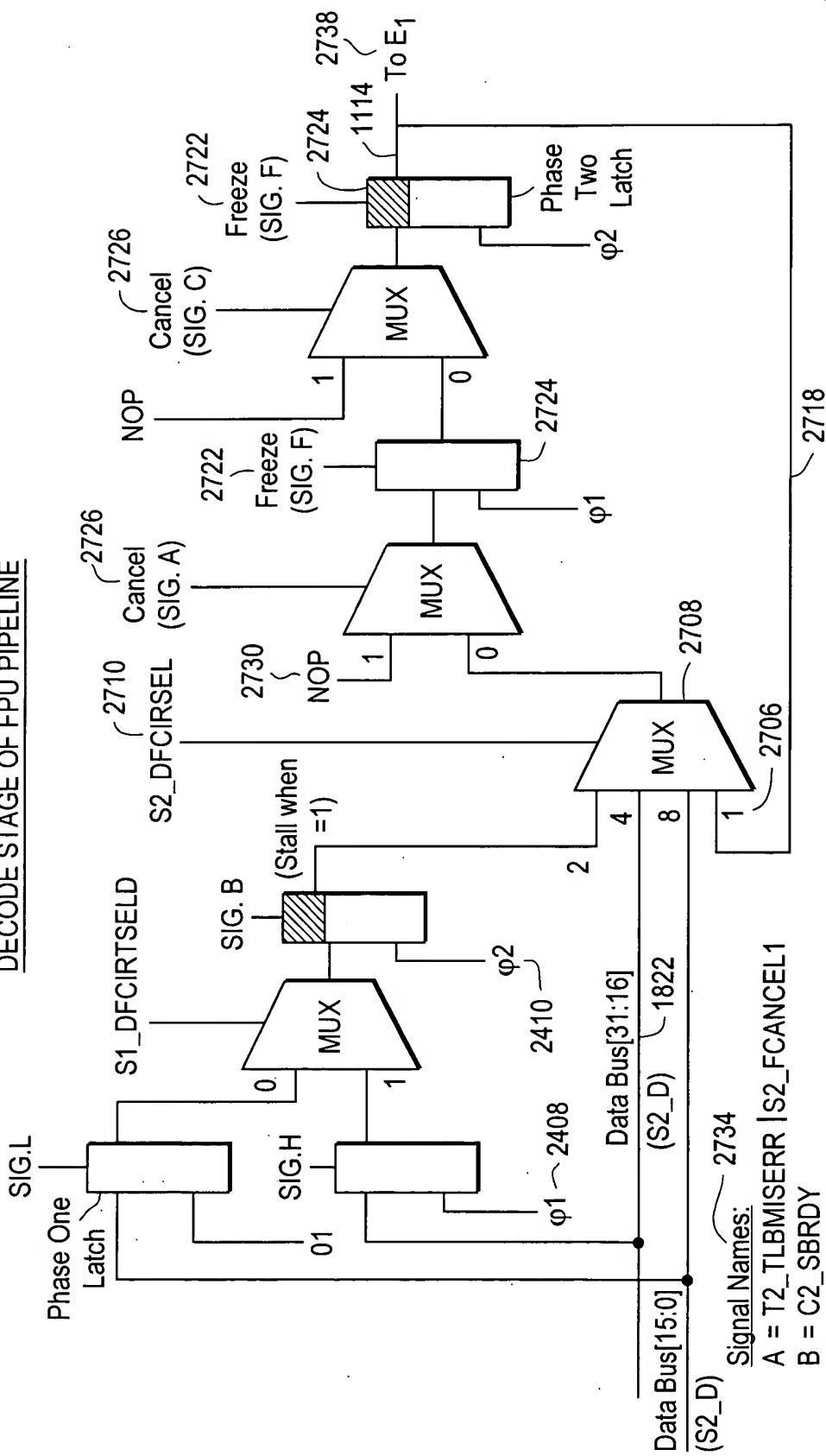
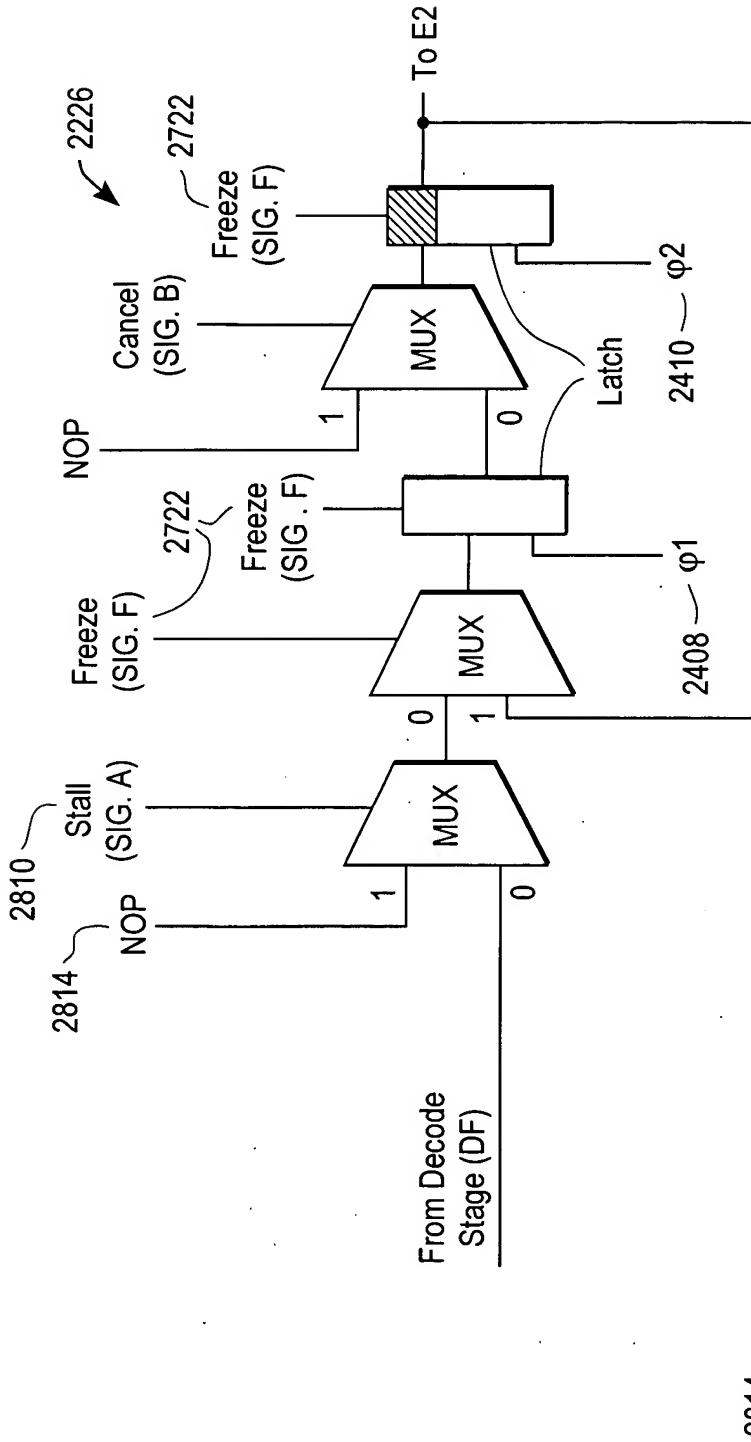


FIG. 27

FIRST EXECUTIONS STAGE (E1) OF FPU PIPELINE



Signal Names:

A = (T2_TLBMISSERR & ~FPU_IFETCH) | S2_FSTALL | ~FDIV_STEP | (C2_SBRDY & L2_LRDY)
 B = S1_FCANCEL2
 F = (C2_SBRDY & L2_LRDY)

FIG. 28

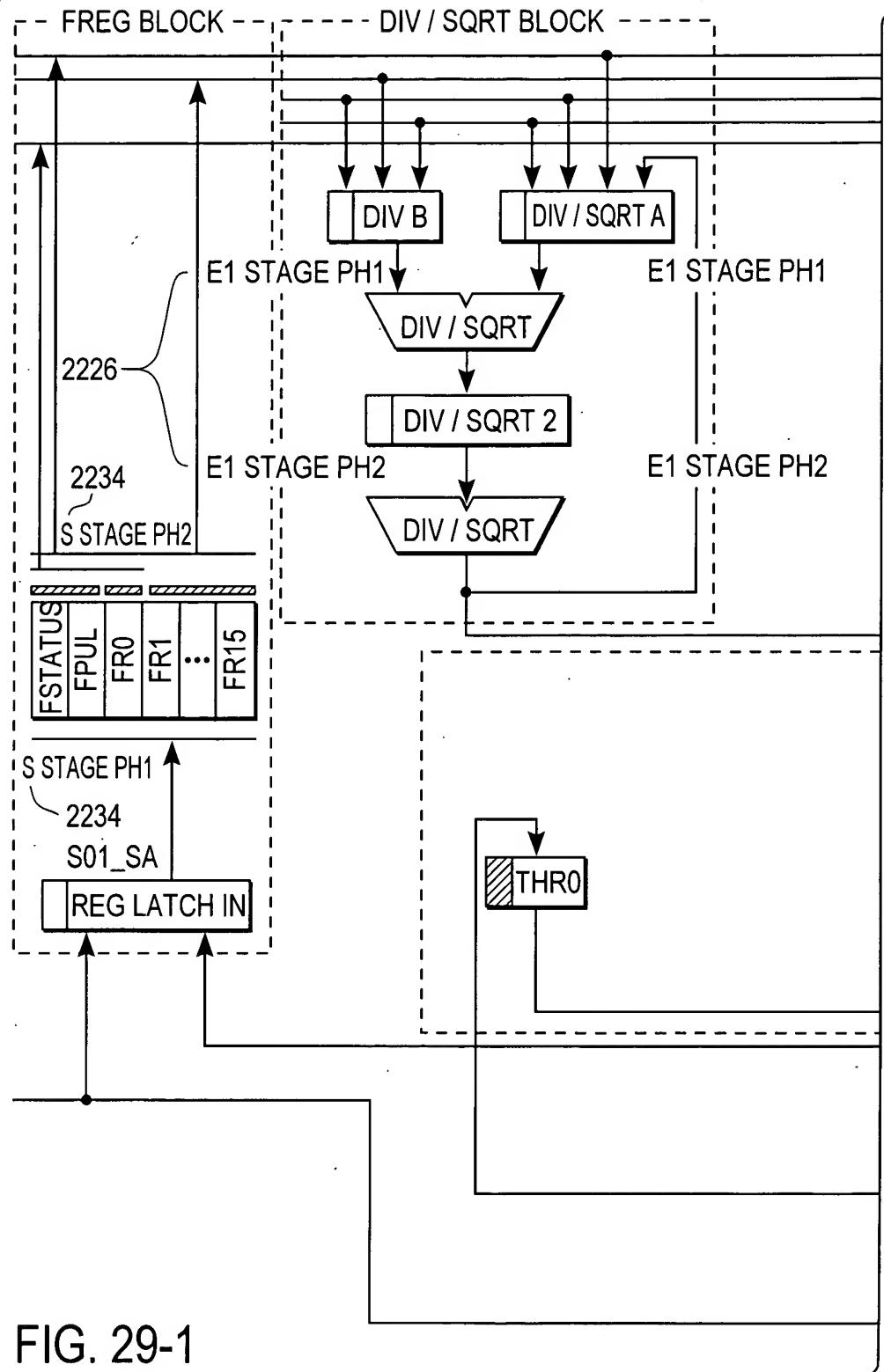
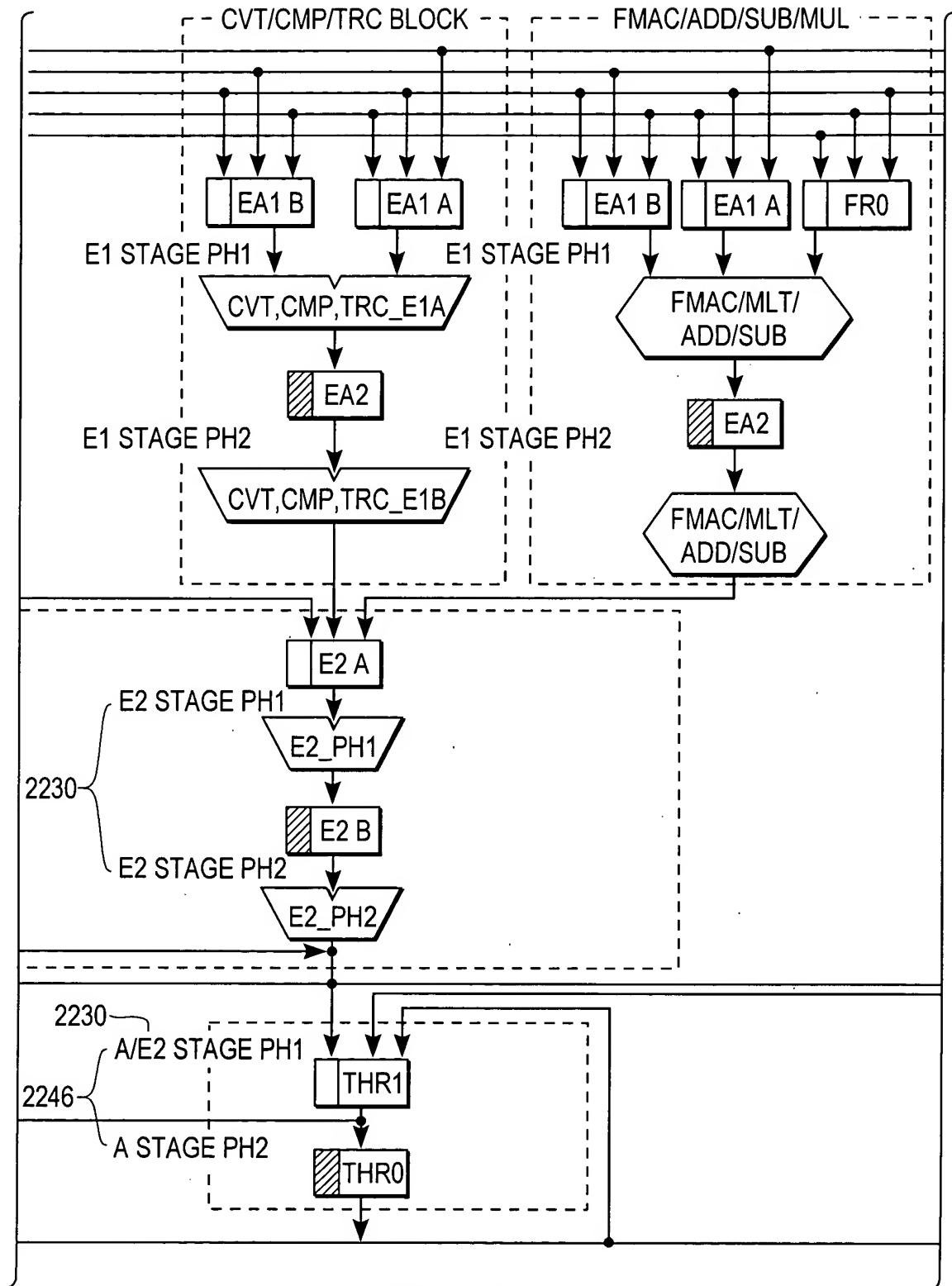


FIG. 29-1

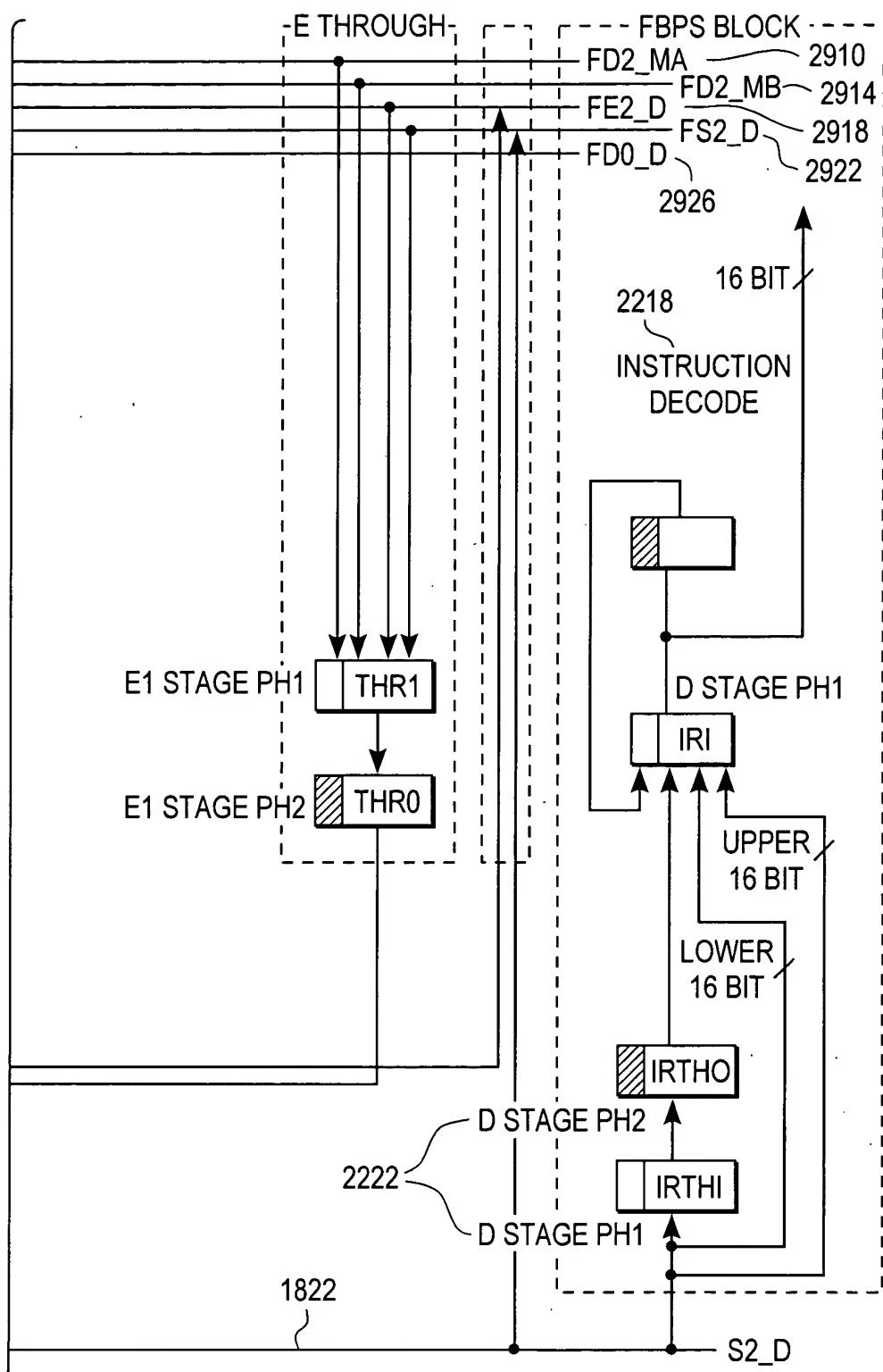
FIG. 29-2 →



← FIG. 29-1

FIG. 29-2

FIG. 29-3 →



← FIG. 29-2

FIG. 29-3

ROUNDING TO ZERO CIRCUIT

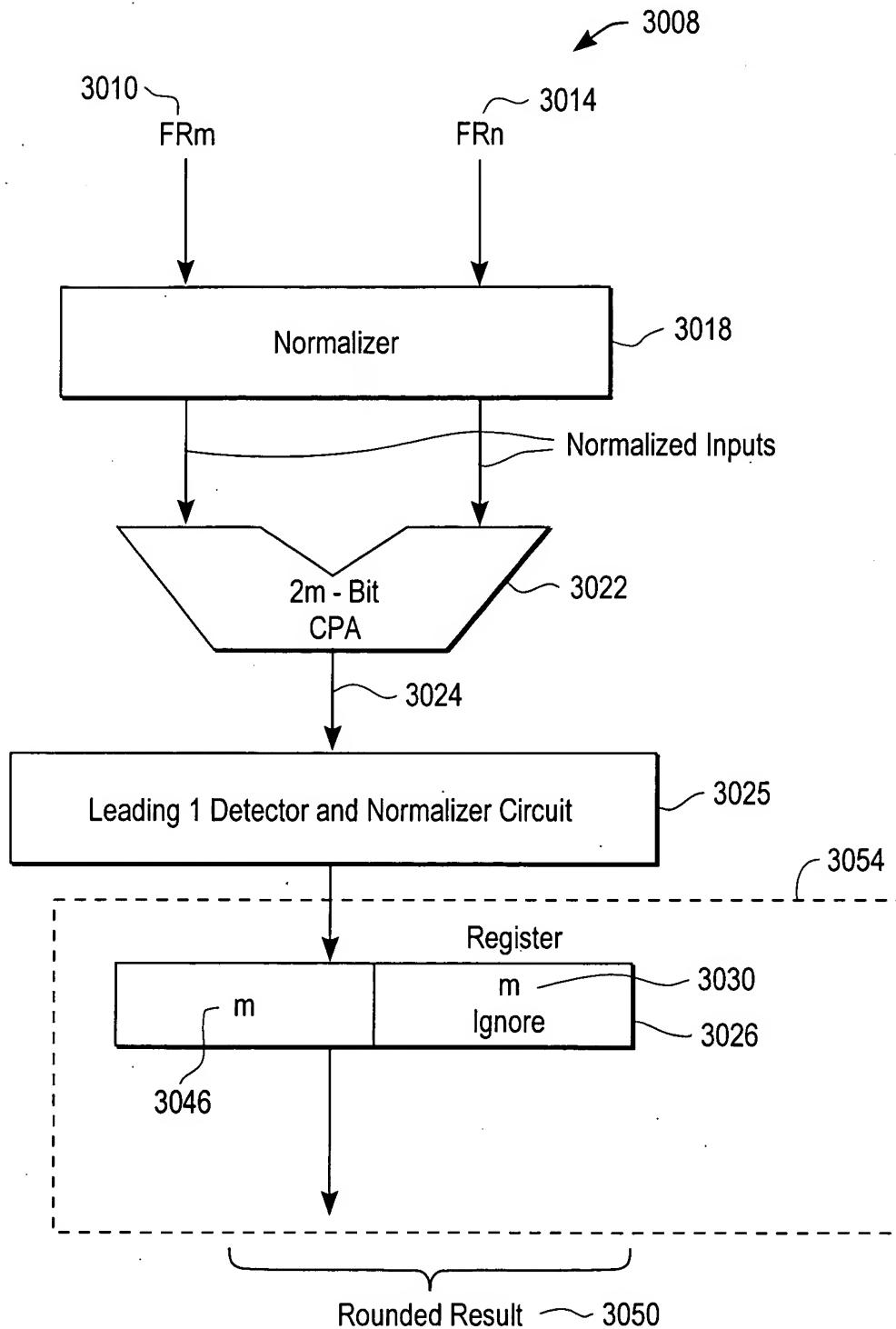


FIG. 30